



ADVANCED USER'S MANUAL

TEL-2.2 TEL-INFO

Contents

Chapter 1	Chapter 1 describes a preparation stage, during which <i>logos</i> , <i>profiles</i> , <i>clips</i> and <i>blocks</i> included in the schedules are being created and registered in the system.
Chapter 2	Chapter 2 reviews the process of creation of <i>foreground compositions (logos)</i> , which consist of static and dynamic images, analog and digital clocks, etc., used in the system. These compositions are placed over clips or pass-through video signal as an additional layer.
Chapter 3	Chapter 3 deals with the process of compilation and editing of schedules that will air on a specified date. At this stage, every schedule element is configured by selecting its screen foreground design, profile and settings for incoming video signal source, provided that the system control is performed by an external switcher, mixer or transcoder.
Chapter 4	Chapter 4 treats the main stage of system operation when the schedule playback is performed in automatic or semi-automatic mode.
Appendix 1	Appendix 1 describes the object profiles types, which control the mode switching on video cards, mixers, switchers and other external devices supported by the system.
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Appendix 3	Appendix 3 reviews the options of clips playback system module <i>VideoPlayer</i> .
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Appendix 5	How to organize a round-the-clock music TV channel (with TELE Info software).
Appendix 6	Answers to some frequently asked questions (FAQ).

Attention! Not all functions described in the present manual are available in the basic TELE 2.2 supply kit. In order to get access to additional functions, it is necessary to obtain extra modules, like TELE 2.2 Info, etc. Please confirm all the details with your dealer.

Additional information is available on our website: **www.alpha-pro.com**

Chapter 1. Creating folders with clips and blocks

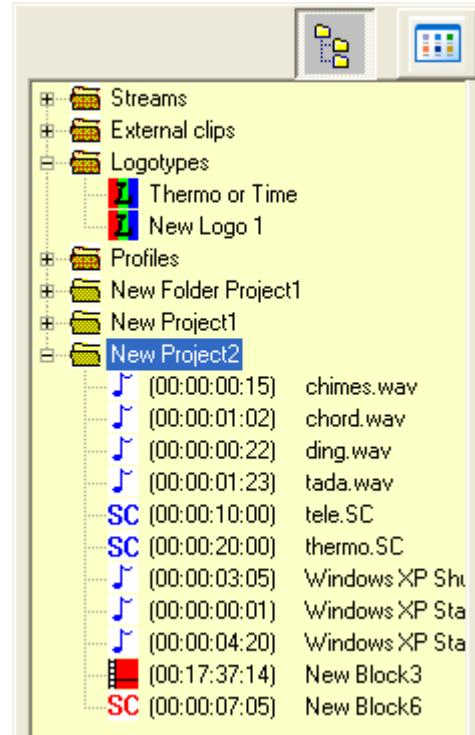
General description

Media tree

Media tree is located in the right section of TELE program window. It helps to organize all the initial material, which is used in broadcast schedules. Media tree folders contain individual **Clips** and **Blocks**, which combine several clips.

Several fixed folders are always present in the media tree. **Logotypes** folder is where all the foreground compositions are stored. **Profiles** folder contains control profiles of video cards and external equipment. **Streams** folder registers video streams that feature real-time transmitted digital signal input from a specified external source, like a satellite antenna or digital video camera, during schedule playout. The system can also use **External Clips**, which are kept on DVB video server.

Clips and blocks registration in the system allows to verify the correctness of links to the corresponding files, for instance the fact that they exist on an indicated path.



Changing the clip's path and file name will make the "substitution" immediately in all the blocks and schedules where this clip is used. This allows to restore the schedule if, for example, the clip file was moved from one location to another, or if it is necessary to replace one still file with another. However, this file substitution can be risky if, for example, the duration of a new file is different from the duration of an old one, etc.

It is not essential to separate clips and blocks into folders, but it makes it more convenient to search, add and delete them. You can create separate folders according to the types of clips and blocks, their assignment, playout time and period of use in the schedule broadcast.

Media tree is single-level, nested folders are not supported.

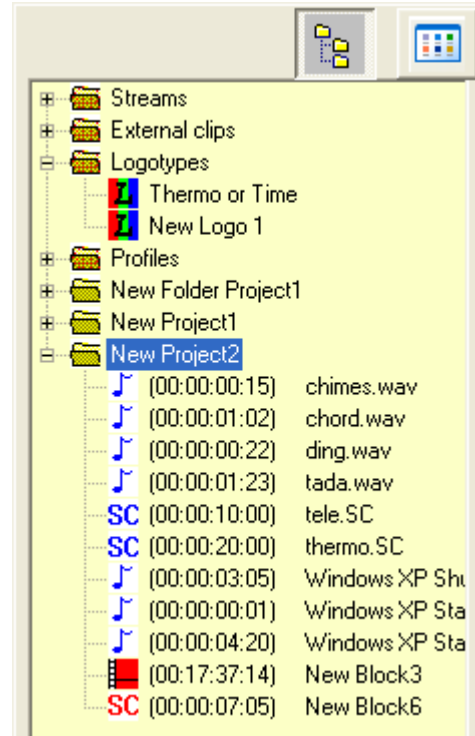
Clips and blocks can be easily moved from one folder to another by dragging them with the mouse cursor, just like in *Windows Explorer*. These changes do not affect the contents of schedules and blocks. On the whole, the method of dragging can be applied practically in any case where it is necessary to add blocks and clips, this may be a folder, a schedule, a list of clips during block editing, etc. It is possible to create clips by dragging file icons right from the *Windows Explorer* window into the folders. In this case, a folder with "Inbox" name will be created automatically, if there has not been one created already. In this folder the clips, which correspond to the files that are dragged directly into the schedule bypassing the media tree menu commands, are also created.

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Fixed folders

Some folders that have fixed names are reserved for special purposes. They always exist in the media tree and cannot be deleted:

- **Streams** – special clips, which feature transmitted digital stream input from a specified external source at the time of their schedule playout;
- **External clips** – delayed clips that contain previously digitized live signal, which is then played out at specified time;
- **Logotypes** – foreground compositions (logos);
- **Profiles** – profiles of video cards and external equipment control;
- **Inbox** – a default folder, which contains clips and blocks imported directly into the program without creating a special project folder for them.

All the other folders are custom folders; they can have random names and can be used to register clips and blocks.

Media tree expanding folders view

The folders in the media tree expand and close in an ordinary way by left clicking on top of them (or by clicking the "+" / "-" respectively).

When the folder is opened, its content is displayed below the folder name. First you see the *icon* of the clip, block, logotype or profile. Then goes the *duration* of the clips or blocks in brackets and last is the *file name*.

Folder contents icon view

Icon View



The contents of the current (selected) folder may be viewed as icon images with names. For video clips, their first frame will be used as an icon. To switch to this view, press [**Icon View**] button. The pulldown menu located below the Icon View button allows to select a desired folder.

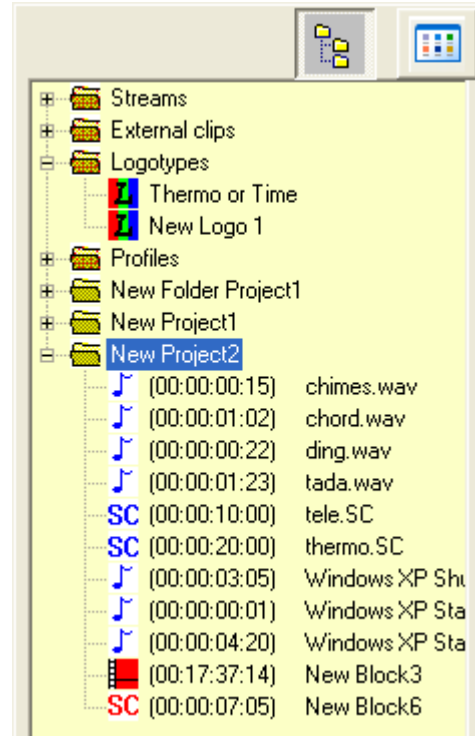
To return to the general view of the folders, press [**Tree View**] button.

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**Clips**

Clips are shortcuts used in the system that link to video files, animation files with alpha-channel or Alpha Pro program scripts. The files do not have to be located on the computer with Tele system; they can be stored on a remote computer in the network.

General parameters:

Name, Duration and Description

When the clip is registered in the system it receives a default **Name**, which can be changed later. Different clips that link to the same file (and even have the same name but are located in different folders) still remain different clips. Every clip has its own additional parameters and properties.

Another required clip parameter is **Duration**. Duration is usually obtained directly from the file, however sometimes it is necessary to preset or assign specific clip duration. Special clips are an exception, their duration is not defined exactly (thus in a video block they have a default duration of one hour and in the schedule they occupy the maximum available free space between the neighbouring elements).

Description is an optional clip parameter; it stores additional clip information used in a search, which can be accessed through the **Schedule/Search for Clips & Blocks** program menu.

In addition, depending on the type of the clip, it can store supplementary parameters, such as trims, colour rendering settings, etc. The system allows to alter the clip at once in several places of its occurrence in the schedules simultaneously.

Types of clips

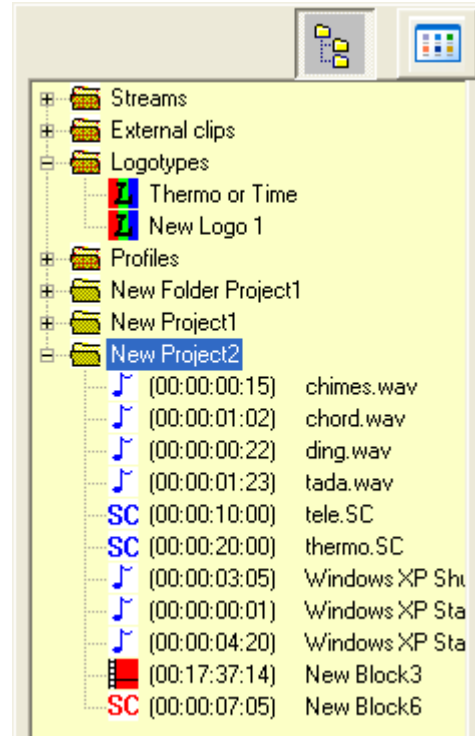
There are several kinds of clips, according to the types of files they are linked with:

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 (00:00:28:22) BOL.AVI

 (00:04:56:18) DJTrack11.wav

 (00:00:20:04) kodak.444

SC (00:00:08:24) COST.SC

 (00:04:56:18) DJTrack11.wav


Video (*video clips*) – link to video files.

Special Clip (*delayed*) – are essentially the same as video clips, but they refer to the video files, which may not exist yet, the signal from external sources has not been introduced (their specified time has not come yet).

Animation – link to animation files with alpha channel.

SC (*script clips*) – link to *Alpha Pro* application files.

Stream (*special*) – link to a digital stream from external sources, which is introduced right at the time of the output of these clips in the schedule in real time.

If a clip refers to a nonexistent or inaccessible file, a green symbol with a question mark will appear - . If for some reason the duration of a clip is not defined, the question marks appear in its place "??:??:??:??".

There are various kinds of clips available, due to the fact that they have different supplementary parameters (see below) and are used only in specific types of blocks, during the playout of which the mixing with the passing video signal and sound is implemented in different ways.

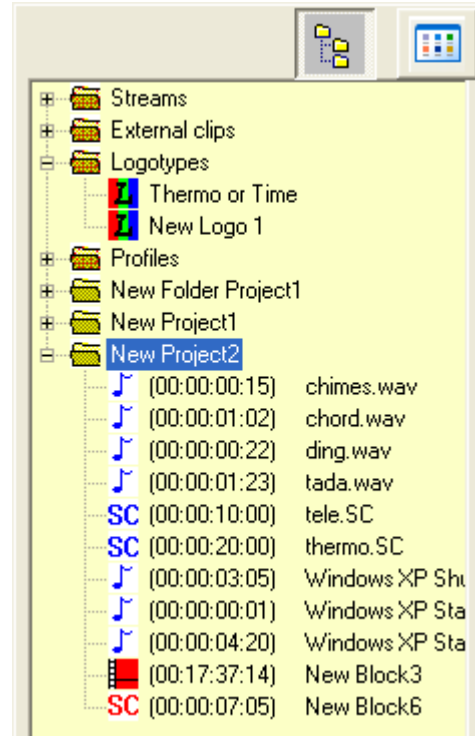
Blocks

Clips are the elements that **Blocks** consist of. A block is a sequence of clips played one after another without pause. The clips in the block can be played not wholly but in segments; their duration and the starting point relative to the beginning of the clip are indicated. This means that the block can be assembled from segments of various

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clips placed one after another in random order.

The system allows to modify the block in several places of its schedule entry simultaneously. For example, you can shorten or completely replace one clip with another in the block. It is significant, that after the block is edited, its total duration is recalculated and the relevant changes are made in all the schedules where this block is used.

Types of blocks

There are different types of blocks, according to their assignment and what clips they combine. All blocks are indicated with a red symbol:

 (00:01:18:22)	Video Block	Video block – video blocks combine video, delayed or special clips.
 (00:00:58:00)	SC/Audio Block	SC/Audio block – combine script clips of Alpha Pro application with sound files.
 (00:01:24:04)	Text Block	Text block – text-banner blocks combine animation clips (with alpha channel) and crawls.

Video blocks are generally designed to combine and output video files during advertising spots in broadcast line-up.

SC/Audio blocks allow to combine Alpha Pro script clips with sound files and create “TeleInform” type advertising blocks with general sound or with personalized announcements.

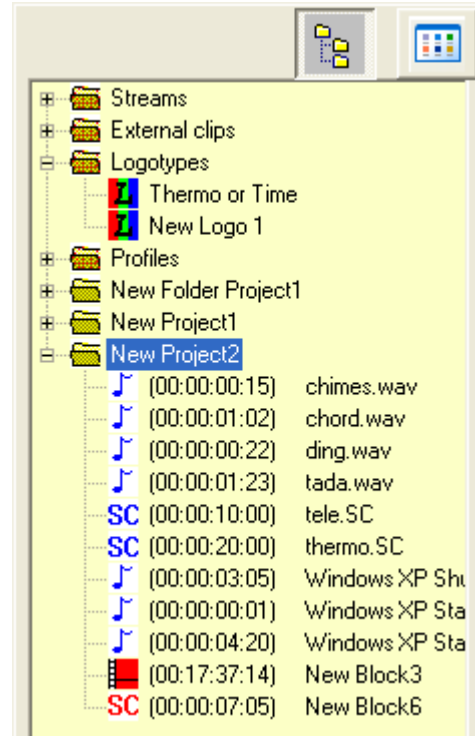
Text-banner blocks allow to specify the crawls output copying them from *Clipboard* or importing them from text files. The output duration of every crawl is calculated according to its text length and output speed. The design style of crawl text and its

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lines on the screen is specified in a template of a special *TELE.SC* script (for templates, see "*Description of Alpha Pro extended version*").

During *Video*, *Delayed*, *Special* clips and blocks playout the pass-through video and audio signals are completely replaced, i.e. the sound and video information come from the computer. During animation clips with alpha-channel, and *SC/Audio*, *Text* clips and blocks playout, the output of computer graphics mixed with pass-through video signal is performed while preserving the original sound or, if necessary, replacing it with sound from the computer.

Menu and dialog windows description

Adding a new folder

Add Project

To create a new folder, right click on an empty space inside media tree and choose "*Add Project*" from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting "*Edit*" in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.

Project import from text file

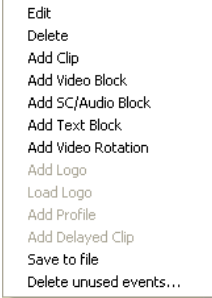
Import Project

Likewise, it is possible to create a new folder by importing its contents from a text file when you choose the "*Import Project*" option. The text file format for import and export of the project folder is specified below, in the description of "*File/Import Project*" menu command.

C1

Adding a new folder*Add Project*

To create a new folder, right click on an empty space inside media tree and choose "**Add Project**" from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting "**Edit**" in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.

Contextual menu of the folder


To call the contextual menu of the folder, right click on its name. All or part of the following functions (depending on the type of the folder) will be available from this menu:

- **Edit** – rename folder;
- **Delete** – delete folder and all of its clips and blocks;
- **Add Clip** – add clip to folder;
- **Add Video Block** – create video block in folder;
- **Add SC/Audio Block** – create "**SC/Audio**" type block;
- **Add Text Block** – create "**Text**" type block;
- **Add Logo** - create foreground composition (logo) (in **Logotypes** folder);
- **Copy Logo** – copy chosen foreground composition into a logotype under a different name (in **Logotypes** folder);
- **Add Profile** - create profile for video card and external equipment control (in **Profiles** folder);
- **Add Special** - create special clip (in **Special clips** folder);
- **Save to file** – export folder contents into a text file.

Renaming folders*Edit*

Folder renaming is done by choosing "**Edit**" option from the contextual menu. After changing the folder name, click on an empty space in media tree or press [Enter] to exit. It is possible rename a folder by clicking the folder name and holding the mouse button pressed for a few seconds. All this is similar to the way the renaming is done in *Windows Explorer*.

Fixed folders cannot be renamed.

Deleting folders*Delete*

By choosing "**Delete**" option from the contextual menu of the folder you can delete it together with all its clips and blocks. Clips and blocks are excluded from the schedules where they were used, but the files they linked to are not deleted from the hard disk. To free the disk space they will have to be deleted manually.

By using this option you can delete several clips and blocks from the system in one go.

Fixed folders cannot be deleted.

Adding a new folder <i>Add Project</i>	To create a new folder, right click on an empty space inside media tree and choose " Add Project " from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting " Edit " in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.
Adding a clip <i>Add Clip</i>	<p>When choosing the "Add Clip" option for any folder, except the "Special clips" folder, a standard dialog appears where you can select one or several files to register them in the system as clips and to add them to an appropriate folder.</p> <p>To add the "SC" type clips choose "File Type: Alpha Pro SC files" in the dialog window. For video files and animation files choose "File Type: Video Files". To add a static image choose "File Type: Still pictures". If you choose "All Files", all permissible files will be displayed as a general list. The type of clip is defined according to extension in the file name. Thus "SC" type is assigned if <i>Alpha Pro</i> program scripts with "*.SC" names are selected. Video files must have "AVI", "MPG", "M2V", "VOB", "DV", "MJPEG", "422" extensions, animation files - "444", static images - "TGA".</p> <p>It is possible to create clips by dragging the file icons directly from the <i>Windows Explorer</i> window into the folders or the schedule. In the latter case, the corresponding clips are automatically registered in the "Inbox" folder.</p> <p>After entering the file name of one clip a window for editing its parameters appears immediately (see below "Editing the clips and blocks parameters"). If several names have been entered and/or created automatically, their parameters are assigned by default and they can be edited later by choosing the "Edit" option in the contextual menu of the clip.</p>
Video files	TELE system supports the following video file formats:
*.AVI files created by non-linear editing systems	<p>Maximum playback quality of these files is guaranteed.</p> <ul style="list-style-type: none"> • DV (720x576), 4:2:0, 1:5 compression, 32/44/48KHz stereo audio. File without 4 GB limitation created by most non-linear editing cards that operate in <i>DV-format</i>. Audio channel can be in a separate WAV-file. • MJPEG (720x576, 768x576), 4:2:2, bandwidth up to 7Mb/s, 32/44/48KHz stereo audio. File produced by <i>miroVideo DC30/DC50</i>, <i>Matrox DigiSuite/LE</i>, <i>Fast AV Master</i> cards. • MPEG-2 I-frame (720x576), 4:2:2, 32/44/48KHz stereo audio (or in a separate WAV-file). File produced by <i>Matrox</i> series <i>RT-xxxx</i> cards (2 GB limitation for files of <i>RT-2000</i> and <i>RT-2500</i> cards) or <i>Pinnacle DC-1000/DC-2000</i> cards.
MPEG-2 files *.MPG, *.M2V, *.VOB	MPEG-2 (720x576, 704x576, 512x576), 4:2:0, bandwidth up to 10 Mb/s, 48KHz stereo audio (or in a separate WAV-file for *.M2V). <i>MPEG-2 Main Profile</i> file compatible with <i>DVB</i> , <i>DVD</i> standards and most MPEG-2 hardware coding devices. PAL and NTSC formats supported.
Windows Media (ASF, WMV) format files	To play Windows Media files, DirectX not older than version 9 and Microsoft Windows Media Format Pack are required.

Adding a new folder <i>Add Project</i>	To create a new folder, right click on an empty space inside media tree and choose " Add Project " from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting " Edit " in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.
422/MJPEG/MJPG5 files	422 – a native format for uncompressed video files created from AVI format with a Conv422 converter bundled with TELE system, or with a video capture program (if a grabber constitutes a part of the system). It provides the highest <i>D-1</i> quality for video (720x576), 4:2:2, and 48KHz stereo audio. In addition, 422 format has no 4 GB size limitation in NTFS file system. Approximate recording time is 60 minutes for disc capacity of 2 x 80 GB size. There are similar formats, like MJPEG and MJPG5 with JPEG compression.
QuickTime (MOV, DV) files	When QuickTime support, not older than version 6.5, is installed in the system the playback of this file format is possible, if the available codecs are present. There is no size or frame rate limitation.
Random AVI-files	DivX , 4:2:0, bandwidth up to 10 Mb/s, 32/44/48KHz stereo audio. File without 4 GB limitation produced by <i>DivX 5</i> , <i>Xvid</i> codec or its analogs according to <i>MPEG-4</i> specification. The playback of random format AVI-files, like <i>Indeo</i> or <i>Microsoft MP42</i> , is possible if an appropriate <i>Video for Windows</i> or <i>DirectShow</i> codec is available in the system. The playback of <i>Canopus DVStorm</i> , <i>DVRaptor RT</i> files is possible, if <i>Canopus</i> codec is installed in the system (recommended version 2.8). The maximal computer configuration is not required. The AVI-files frame rate may be random, it is recalculated. If there is no audio channel in the AVI-file, a WAV-file with the same name from the same folder opens automatically, which allows to use files from systems with a separate audio recording, ex. <i>Matrox</i> .
Animation files with alpha-channel	*.444 Files 444 type animation files do not contain audio and are produced by Conv422 converter from TGA 32-bit file sequence. Their duration is not limited; the files are played continuously from the hard disc. They can be used for animation logotypes, presentations and advertisement banners occupying a part of the screen. Bandwidth restriction – not more than 1/2 of the screen (area)* should be refreshed per one frame. Resolution 720x576x32 bit. * - no restriction in <i>TELE Infochannel</i> system
Static image (clip) files	*.TGA Files TGA 24-bit file types are used as static pictures between blocks and programs. File resolution must be 720x576 pixels.
Audio files	TELE system supports <i>WAV</i> -audio files in <i>PCM</i> format, 32/44/48KHz, 16 bits, stereo in " SC " type clips and " SC/Audio " type blocks.

Adding a new folder*Add Project*

To create a new folder, right click on an empty space inside media tree and choose "**Add Project**" from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting "**Edit**" in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.

Creating blocks in folders*Add Video Block,
Add Text Block,
Add SC/Audio Block*

When you choose an option to create a specific block type from the contextual menu, an appropriate editing window appears. To create a video block (choose **Add Video Block**), "**Video Block Editor**" will appear. For text-banner block (choose **Add Text Block**), "**Text Block Editor**" will appear. To create an SC/Audio block (choose **Add SC/Audio Block**), "**SC/Audio Block Editor**" will appear. The interface of these windows and the complete process of block creation will be described below in detail.

Creating logotypes, profiles and special clips*Add Logo,
Add Profile,
Add Special*

These contextual menu options are accessible only from the specific media tree folder. The interface of windows and the process of creation and editing will be described below.

Copying a logotype under a different name*Copy Logo*

This contextual menu option becomes available only after choosing a logotype in the Logotypes folder. Upon execution of this command, a copy of the chosen logotype is created in the folder. The new logotype is the same as the old one, the only difference is in its name (a word "**_copy**" is added to the old title).

Export a project as a text file*Save to file*

When you choose "**Save to file**" option in the project contextual menu, the project is exported in the form of a text file. This format can be analogously imported by using the "**File/Import Project**" command. The format of the text file for the import and export of the project is specified in the description of this command below.

Contextual menu of a clip / block

To call the contextual menu of a clip or block, right click on its name. The following functions are available from this menu:

Edit
Delete
Edit Video Params

Play
Still

Add to schedule

Add Clip
Add Video Block
Add SC/Audio Block
Add Text Block
Add Video Rotation
Add Logo
Copy Logo
Add Profile
CopyProfile
Add Delayed Clip
Show Statistics

Save block to file
Save Logo to File

- **Edit** – edit clip or block parameters;
- **Delete** – delete a clip or a block;
- **Edit Video Params** – enter the correction parameters of the sound level, brightness and colour rendition of a clip;
- **Play** – the command launches a manual (test) playback of a current clip or block through the video card;
- **Add to schedule** – add a clip or block into the edited schedule (before the element chosen there);
- **Show Statistics** – information on the clip playback on air through the video card;
- **Save to file** – block export in the form of a text file.

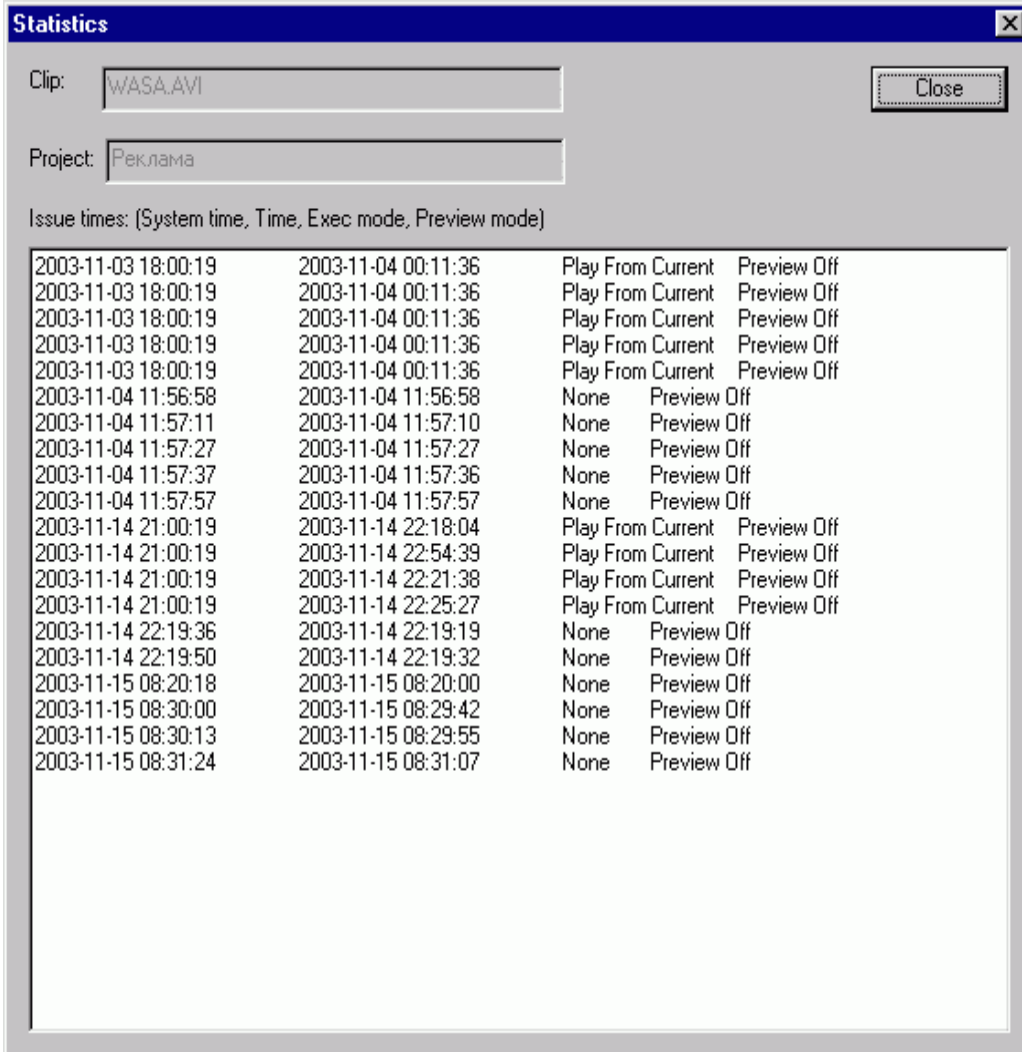
This menu also contains the options from the contextual menu of the folder containing this clip or block (see above).

Adding a new folder <i>Add Project</i>	<p>To create a new folder, right click on an empty space inside media tree and choose "Add Project" from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting "Edit" in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.</p>
Editing the clip and block parameters <i>Edit</i>	<p>Editing the parameters of clips and blocks is performed through the "Edit" option of the contextual menu. Dialog windows with different sets of fields and buttons are used for editing the parameters, depending on the type of a clip or a block (see below "Editing the clip and block parameters").</p> <p>The system allows to work simultaneously with several clips and blocks editor windows.</p>
Deleting a clip / block <i>Delete</i>	<p>By choosing "Delete" option from the contextual menu of a clip or a block you can delete it from the system. Clips and blocks are excluded from the schedules where they were used, but the files they linked to are not deleted from the hard disk. To free the disk space they will have to be deleted manually.</p>
Editing the parameters of colour rendition and sound of a clip <i>Edit Video Params</i>	<p>This contextual menu option calls the "Edit Video Parameters" dialog window where you can enter the parameters of sound level correction, brightness and colour rendition, which will be put into effect in real time during the clip playback (these parameters are described in detail below).</p>
Manual clip and block playback through the video card <i>Play</i>	<p>A clip or a block is played through the video card in the manual (test) mode upon "Play" command.</p> <p>The manual playback of clips and blocks is used for testing the process of output of the material through the video card. The last frame of the clip or block remains on the screen.</p>
Adding a clip / block to the edited schedule or to the block <i>Add to schedule</i> <i>Add to block</i>	<p>By choosing "Add to schedule" option in the clip or block context menu, you can add a clip or a block to the edited schedule before the element chosen there.</p> <p>The same option in the media tree, inside the block editor is called "Add to block", it is used for inserting a clip before a similar clip (element) in the block, selected in the appropriate window.</p> <p>You can also use the method of dragging clips and blocks (<i>Drag & Drop</i>) with your mouse to the necessary position in the schedule or inside the block.</p>
Information on a clip playback <i>Show Statistics</i>	<p>"Show Statistics" provides the information on clip playback on air through the video card.</p>

Adding a new folder

Add Project

To create a new folder, right click on an empty space inside media tree and choose "**Add Project**" from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting "**Edit**" in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.



Issue times: (System time, Time, Exec mode, Preview mode)			
2003-11-03 18:00:19	2003-11-04 00:11:36	Play From Current	Preview Off
2003-11-03 18:00:19	2003-11-04 00:11:36	Play From Current	Preview Off
2003-11-03 18:00:19	2003-11-04 00:11:36	Play From Current	Preview Off
2003-11-03 18:00:19	2003-11-04 00:11:36	Play From Current	Preview Off
2003-11-03 18:00:19	2003-11-04 00:11:36	Play From Current	Preview Off
2003-11-04 11:56:58	2003-11-04 11:56:58	None	Preview Off
2003-11-04 11:57:11	2003-11-04 11:57:10	None	Preview Off
2003-11-04 11:57:27	2003-11-04 11:57:27	None	Preview Off
2003-11-04 11:57:37	2003-11-04 11:57:36	None	Preview Off
2003-11-04 11:57:57	2003-11-04 11:57:57	None	Preview Off
2003-11-14 21:00:19	2003-11-14 22:18:04	Play From Current	Preview Off
2003-11-14 21:00:19	2003-11-14 22:54:39	Play From Current	Preview Off
2003-11-14 21:00:19	2003-11-14 22:21:38	Play From Current	Preview Off
2003-11-14 21:00:19	2003-11-14 22:25:27	Play From Current	Preview Off
2003-11-14 22:19:36	2003-11-14 22:19:19	None	Preview Off
2003-11-14 22:19:50	2003-11-14 22:19:32	None	Preview Off
2003-11-15 08:20:18	2003-11-15 08:20:00	None	Preview Off
2003-11-15 08:30:00	2003-11-15 08:29:42	None	Preview Off
2003-11-15 08:30:13	2003-11-15 08:29:55	None	Preview Off
2003-11-15 08:31:24	2003-11-15 08:31:07	None	Preview Off

At the top of the window there is the name of the clip – **Clip** and the name of the project folder – **Project**. Below, the information on each case of the output of the clip is presented in a table. This information can be copied via *Clipboard* into a text file and transformed into a table for the subsequent analysis and calculation of real airtime used for the output of the clip.

In the table, in each line there is a date and time of the beginning of the output of the clip according to the schedule in "YYYY-MM-DD HH:MM:SS" format – **System time**. Then there is a real date and time of the output according to the internal clock of the computer in the same format – **Time**. If a clip was played out not during the schedule playback, but directly upon "**Play**" command from the media tree, then the value from the **Time** field is entered in the **System time** field. In this case, the value of the following **Exec mode** field equals "**None**".

Adding a new folder*Add Project*

To create a new folder, right click on an empty space inside media tree and choose "**Add Project**" from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting "**Edit**" in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.

Next, in **Exec mode** column, the information on schedule playback and schedule playback mode (see "**Schedule playback modes**" below) during the clip output is displayed.

The last column **Preview mode** indicates whether the output was performed in "**Preview On**" mode, i.e. in test trial mode, or not, in which case "**Preview Off**" is displayed.

Exporting a block as a text file*Save to file*

When you choose "**Save to file**" option in the block contextual menu, the block is exported in the form of a text file. This format can be imported in the same manner by using the "**File/Import Video Block**" command.

Importing a video block from a text file*File/Import
Video Block*

The "**File/Import Video Block**" menu command imports the video block from a text file. This command allows to import video blocks created by other programs that generate the advertising output schedules, which take into account the order of the clips and other requirements of the customers.

The video block is created in the current media tree folder. The name given to the block is the name of the text file.

In the text file a line corresponds to every clip of the video block. In the line a full name of the clip file is shown in quotes and, if necessary, a point of input and output in "HH:MM:SS:FF" format can be noted. (hereinafter *FF* are the frames at 25 frames/ps). If the points of input and output are not indicated then the clip corresponds to its video file from the beginning to the end:

```
"G:\TeleSampl\Dv\WASA.AVI" 00:00:03:22 00:00:25:16
"G:\TeleSampl\Dv\ZEWA.AVI"
```

If during import the clip with a file already exists in the database, it will not be created again, an existing file will be used instead. If there is no such clip in the database, it will be automatically created in the folder with the default parameters.

Importing a file from a banner block:*File/Import
Video Block*

The same command "**File/Import Video Block**" enables to import the definition of the banner block from the text file. The block is created in the current folder of the media tree and the name of the block matches the name of the text file.

A line in the text file corresponds to a **444** type clip. In the line a full name of the file is shown in quotes, points of input and output are not indicated – the clip corresponds to the whole animation file from the beginning to the end.

```
"G:\TeleSampl\444\lukomor.444"
"G:\TeleSampl\444\kodak.444"
```

If during import the clip with a file already exists in the database, it will not be created again, an existing file will be used instead. If there is no such clip in the database, it will be automatically created in the folder with the default parameters.

Adding a new folder
Add Project

To create a new folder, right click on an empty space inside media tree and choose "**Add Project**" from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting "**Edit**" in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.

Importing the project folders from the text file:
File/Import Project

The "**File/Import Project**" menu command enables to create the folder in the media tree with several video blocks and clips according to their description in the text file. Let us examine how this text file is arranged in the following example:

24.06, wdn - evening

№ 15 - 18:39:00 - Prime 2	00:06:25
Ladies man - 35 cutoff Start	00:00:06 d:\otbivki\ugodnik0.avi
Master Bill - clip Gnats	00:00:15 d:\roliki\master_bill.avi
Taxi Escort - clip 52 Love	00:00:16 d:\roliki\taxi.avi
35 channel - cutoff new	00:00:08 d:\otbivki\NEW.avi
dessert	00:00:23 d:\promo\DESERT.avi
Blue planet - clip to	00:00:26 d:\promo\PLANETA.avi
Ladies man - 35 cutoff end	00:00:06 d:\otbivki\ugodnik1.avi
Total:	00:03:48
Remaining:	00:02:37
№ 18 - 19:41:00 - Complete ascent1	00:03:00
Comfort - clip 6	00:00:13 \\Base\roliki\komfort6.avi
Taxi Argo - 06	00:00:06 \\Base\roliki\taxi_argo.avi
Windows of Sakhalin - scroll Decor	00:00:11 \\Base\scroll\okna.avi
Shop 16 - clip Valentine	00:00:16 \\Base\roliki\Magazin16.avi
TVworld - scroll Announcement	00:00:30 \\Base\scroll\telemir.avi
Rosneft - clip 01	00:00:12 \\Base\roliki\ROSNEFT.avi
Autoradio - already -2	00:00:09 \\Base\roliki\Avtorario.avi
35 channel - cutoff Comfort	00:00:06 \\Base\otbivki\KOMFORT.avi
Drawing a Fairy tale	00:00:16 \\Base\promo\RISUEM.avi
Such profession	00:00:29 \\Base\promo\TAKAYA.avi
Total:	00:02:34
Remaining:	00:00:26

Adding a new folder*Add Project*

To create a new folder, right click on an empty space inside media tree and choose "**Add Project**" from the menu. An empty folder will be created with a default name (the name of the folder can be changed by selecting "**Edit**" in its contextual menu). The folder tree is single-level, i.e. you cannot create additional folders inside a folder.

The first line in the text file must contain the name of the media tree folder. This way, in the shown example the folder with the name "**24.06, Wdn - evening**" will be created.

Empty lines in the text file divide the blocks. In the next nonempty line following them the first two symbols are skipped and the time (if it is indicated) and blank spaces are omitted from the end. All the remaining symbols create the name of the block.

Clips that have corresponding lines with full file names at the end (the first two symbols in the line are skipped) are included in the block. The files themselves do not have to be located on the local computer only, network names can be used as well, like it is done in the second part of the example.

The time indicated before the path and the file name signifies its duration, which in fact may be shorter. In this case the clip will be shortened.

The rest of the information specified in the lines is ignored. If there is no name of the file in the line, it is also ignored.

If during import the clip with a file already exists in the database, it will not be created again, an existing file will be used instead. If there is no such clip in the database, it will be automatically created in the folder with the default parameters.

Editing clip and block parameters**Clip parameters editing dialog window**

The dialog window for editing the parameters of the clip appears immediately after adding the clip to the folder in the media tree. It can also be accessed through the "**Edit**" item of the contextual menu.

Different dialog windows are used for editing the parameters depending on the type of the clip:

General parameters

Let us examine the general fields in these windows.

File & Path

This window shows a full path and name of the file with an extension, which this clip refers to. This reference may be changed with the help of [**Browse**] button. The entry of a new file name saves all the parameters of the clip except its **Duration**. You should not change the reference to a file of a different type.

Type

Unchangeable field indicating clip type.

Project

Clip parameters editing dialog window

The dialog window for editing the parameters of the clip appears immediately after adding the clip to the folder in the media tree. It can also be accessed through the "**Edit**" item of the contextual menu.

Different dialog windows are used for editing the parameters depending on the type of the clip:

Unchangeable field indicating the name of the folder where the clip is located.

Duration

The duration of the clip is shown in "*HH:MM:SS:FF*" format. The clip duration is generally extracted from the corresponding video file or animation file and is not edited (for *Alpha Pro* application scripts there is a special button [**Find SC Duration**], which helps to define the duration of their playback on the computer).

Video clips with "**Still**" – "freezing" of the last frame, or "**Loop**" playback modes are an exception (for more detail see below). In these cases the duration is set clearly. Duration can be changed by setting points of input/output for the clip.

Name

The name of the clip is set by default. This field contains "**the name of the file**", which can be changed later.

Description

Description is an optional clip parameter, it serves to store extra information and use it during search from *Schedule/Search for Clips & Blocks* command.

The name and the description are shown in the schedule when the clip is inserted into it.

OK

Clicking [**OK**] button ends the editing; entered clip parameters will be saved.

Cancel

Editing ends by clicking [**Cancel**] button, all changes will be cancelled.

SC type clip parameters**Audio**

The name of a sound file which will be played once together with the script can be entered into this field. To choose the sound file, press the [**Browse**] button on the right side of the field. WAV-audio files, *PCM* format, 32/44/48KHz, 16 bit, stereo are supported.

If the duration of the sound file is longer than the duration of the script, the sound will be cut off. If it is shorter, the script will play to the end without the

Clip parameters editing dialog window

The dialog window for editing the parameters of the clip appears immediately after adding the clip to the folder in the media tree. It can also be accessed through the "**Edit**" item of the contextual menu.

Different dialog windows are used for editing the parameters depending on the type of the clip:

sound.

First page, Last page

By default these fields of first and last pages contain numbers 1 and 1000, respectively, which means that the script will be played from the beginning to the end. By setting different parameters of the pages it is possible to play not the whole script, but only a part of it. In this case it is necessary to define the duration of the script playback once again – [**Find SC Duration**] button.

Find SC Duration

With the help of this button the playback duration of the corresponding *Alpha Pro* script on the computer is defined. Without this operation such a clip can be created but it can't be used in the schedules and blocks of **SC/Audio** type. Clip duration may be set later by calling the same window for editing its parameters with the help of "**Edit**" contextual command.

If during clip editing its first and last pages (***First page, Last page***) are changed, then it is necessary to set the playback duration again.

Set in this way duration is still not absolute and can vary a little from time to time. It is recommended to use the value, which is shown by the system at the first test playback. The second playback performed immediately after the first one usually gives a smaller duration value.

On TV

A ticked **On TV** flag means that the clip, while setting its duration, will be played on a TV screen connected to the video card output.

Attention! Even if the flag is not ticked and the clip duration is defined without the output on a TV screen, the video card and the sound card will still be working in the "pass-through" channel mode.

Edit in Alpha Pro

This button enables to edit a script in *Alpha Pro* program. Once the script is changed, it must be saved (it is better to close it too in order to free the memory), and using the [**Find SC Duration**] button you can set its duration once again.

Attention! You must not launch the playback of a script, which is being edited, straight from *Alpha Pro* program. This can lead to malfunctioning of the whole *TELE* system.

Edit SC Param

Clip parameters editing dialog window

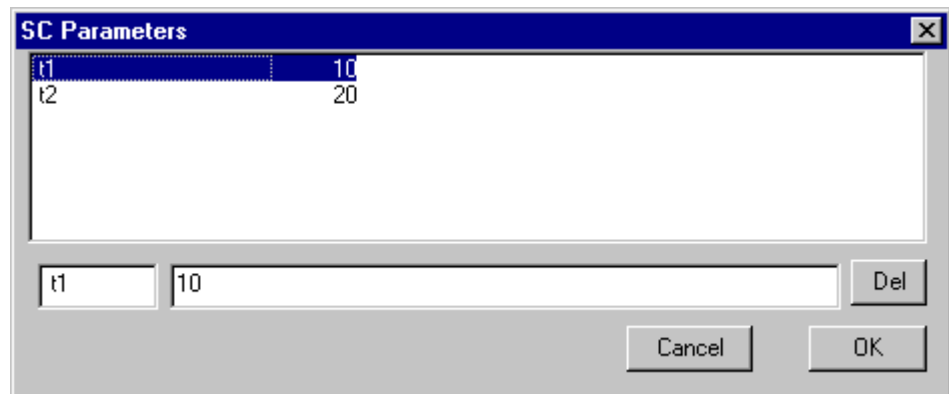
The dialog window for editing the parameters of the clip appears immediately after adding the clip to the folder in the media tree. It can also be accessed through the **"Edit"** item of the contextual menu.

Different dialog windows are used for editing the parameters depending on the type of the clip:

This button invokes the **"SC Parameters"** dialog window, which defines the environment variables of *Alpha Pro* program. They can be used in the templates of clip script (see **"Description of Alpha Pro program extended version"**).

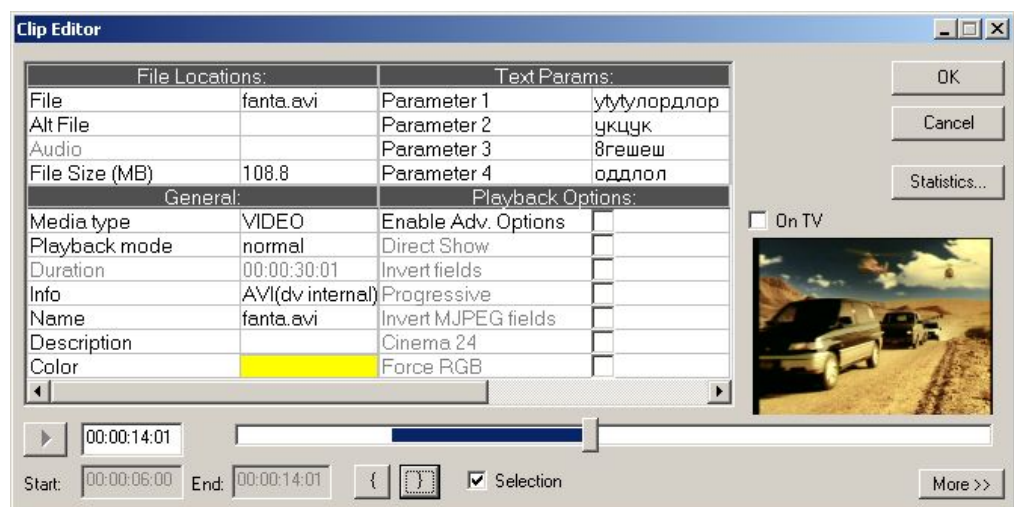
Variables allow using the *Alpha Pro* script as a template where the data is inserted during the output process. This way it is possible to have only one script instead of several scripts for every value of the variables.

Alpha Pro environment variables input window: SC Parameters



To enter and edit the parameters of environment variables in the upper window a necessary line (empty) is chosen by clicking with the mouse. Next, below on the left the name of the variable is entered and on the right – its text value. **"Del"** button deletes the selected definition of the variable.

Video clip parameters



Selection

By default the clip corresponds to the whole video file, however you can use only a fragment of it, after setting the points of input and output. To do this, it is

Clip parameters editing dialog window

The dialog window for editing the parameters of the clip appears immediately after adding the clip to the folder in the media tree. It can also be accessed through the "*Edit*" item of the contextual menu.

Different dialog windows are used for editing the parameters depending on the type of the clip:

necessary to set the **Selection** flag and enter the corresponding parameters in the **Start** and **End** fields, or use the { and } buttons.

This way you can trim the clip in order, for instance, to fit it in the airtime window left for it.

Start, End

These fields display the timecode of the input and output point position inside the clip, it can be set manually. The values are shown and edited in "HH:MM:SS:FF" format.



Buttons for entry of a clip input/output point according to current position in a video file.

You can set the points of input and output by using the current position on a clip playback timeline (see below). This helps to choose a proper frame changing its time-code in **Preview time** window and watching it on the card output. After clicking the button of the point entry, its time-code is copied into the corresponding **Start** or **End** field.

Normal / Still / Loop Modes

When the **Still** mode is chosen, the last frame of the video file after its output will remain on the screen until the total duration of the clip shown in the field **Duration** expires.

To create a repetitive display picture, choose **Loop** mode. In this case the video file will be played recurrently at a time set in the **Duration** field.

In both cases, if the value in the **Duration** field is smaller than the duration of the video file including the points of input and output, then naturally only the beginning of the file is played.

Preview window

On the right of the **Description** comment window a tiny image of a current stop frame of the video clip is displayed, if **On TV** flag is not ticked. (if this flag is ticked, the output is carried out through the video card).



▶ button, slider and timeline for Preview-playback

▶ button launches or stops the playback of the clip through the video card as long as **On TV** flag is ticked. To the right of the button there is a slider, which corresponds to the current frame of the file output in the window. During the playback the slider moves along the playback timeline. Inside the timeline the

Clip parameters editing dialog window

The dialog window for editing the parameters of the clip appears immediately after adding the clip to the folder in the media tree. It can also be accessed through the "*Edit*" item of the contextual menu.

Different dialog windows are used for editing the parameters depending on the type of the clip:

area corresponding to the actually used part of the file is highlighted in blue (from the point of input to the point of output).

Slide" on the playback timeline can also move with the help of the mouse scroll button. When the slider is selected, you can press the horizontal arrows buttons to move to the neighbouring frames of the video clip. [*Home*] and [*End*] buttons move the current position to the beginning and the end of the clip respectively.

Preview time

Time-code of the current frame is displayed in this field in "*HH:MM:SS:FF*" format. You can change the parameters of this field directly by making the corresponding frame active.

On TV

Ticked ***On TV*** flag enables the clip playout on a TV screen connected to the video card output.

Edit Vid Param

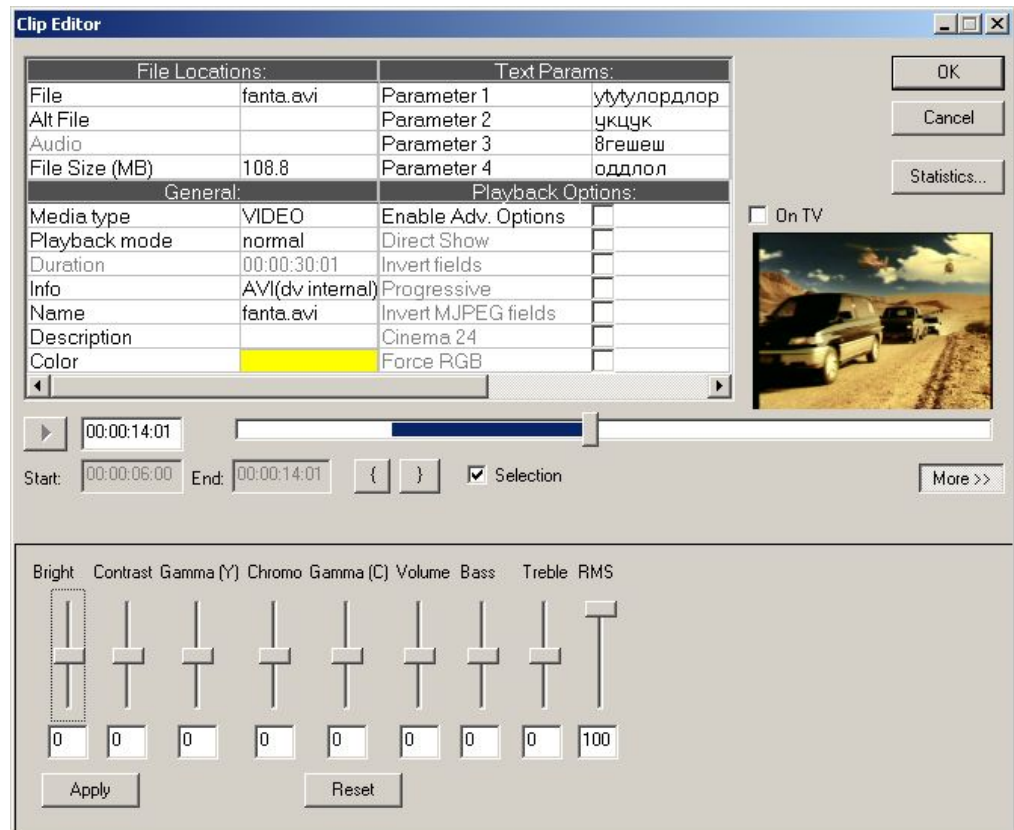
This button calls the "*Edit Video Parameters*" dialog window to the input the parameters of the sound level, brightness and colour rendition correction, which will be implemented in real time during the clip playback.

Clip parameters editing dialog window

The dialog window for editing the parameters of the clip appears immediately after adding the clip to the folder in the media tree. It can also be accessed through the "**Edit**" item of the contextual menu.

Different dialog windows are used for editing the parameters depending on the type of the clip:

Sound level, brightness and colour rendition parameters correction window: *Edit Video Parameters*



The value of correction parameters may be changed by a corresponding slider, or in a numeric value field below. The values variate from "100" to "-100". "0" means no change in this parameter, "100" – maximal permissible value, and "-100" – minimal permissible value.

The following video clip parameters can be changed:

- **Brightness**
- **Contrast**
- **Chromo** – colour saturation;
- **Gamma (Y)** - gamma-correction of brightness;
- **Gamma (C)** – gamma-correction of colour;
- **Volume** – sound level;
- **Normalize** – this flag sets the normalization of sound levels; the gain level is calculated automatically (this way you can achieve equalization of the sound levels in various clips).

**Parameters of
video clip
playback:**
Playback Options

Parameters of playback for different video clips can vary, as the system supports different video file formats. These parameters refer to a selected clip and prevail over similar ones set for the whole system in the options of *VideoPlayer* program (see below).

After the ***Enable Playback Options*** flag is ticked, the following parameters can be changed:

- ***Direct Show***
This flag enables to use an external *Direct Show* codec for the current clip, if the built-in support of decoding of this format in the system does not satisfy. In particular, this allows to use external codecs while playing the files in *MPEG-2* or *DV type 1* format;
- ***Invert Fields***
This flag enables to change the sequence order of neighbouring field according to time. This flag should be ticked if the image on the video output is not smooth - "jitters";
- ***Invert MJPEG field***
Various video cards working in *MJPEG* format store information in *AVI*-files differently. If the fields on the output are mixed up (neighbouring lines of different parity go in the wrong order), it is necessary to tick this flag. In this case the movement will be smooth, but on slanting lines of static frames reversed notches may be seen.
- ***16:9***
This flag creates scaling and trimming on the sides of the video clip frames, meant for the screen with 16:9 aspect correlation of sides. It is important to remember that the video clip must be created for progressive not interlaced.

Apply

This button assigns the entered correction parameters to the video clip; the result of this change can be seen immediately during the ***Preview***-playback through the video card.

Reset

This button resets the correction of video clip output parameters ("0" values).

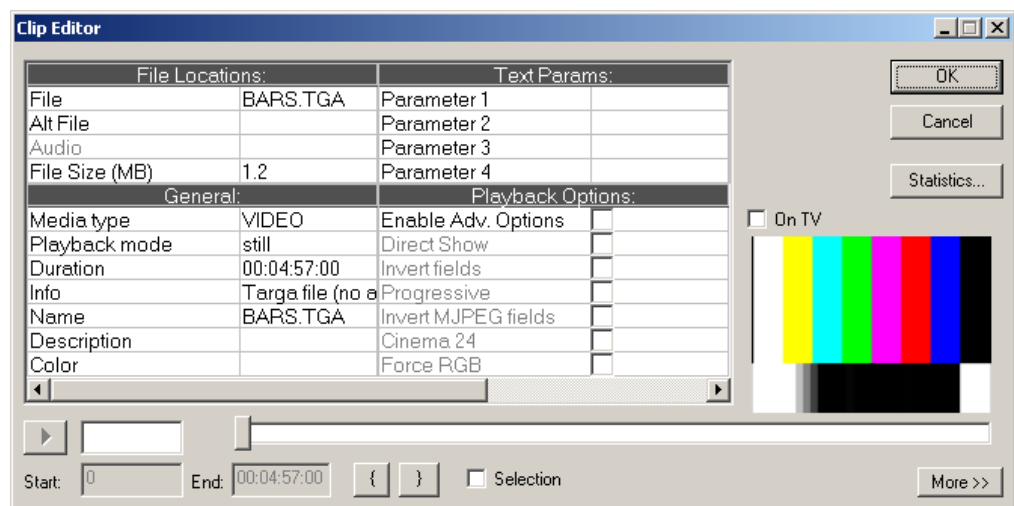
Parameters of video clip playback: *Playback Options*

Parameters of playback for different video clips can vary, as the system supports different video file formats. These parameters refer to a selected clip and prevail over similar ones set for the whole system in the options of *VideoPlayer* program (see below).

After the *Enable Playback Options* flag is ticked, the following parameters can be changed:

- Direct Show**
 This flag enables to use an external *Direct Show* codec for the current clip, if the built-in support of decoding of this format in the system does not satisfy. In particular, this allows to use external codecs while playing the files in *MPEG-2* or *DV type 1* format;
- Invert Fields**
 This flag enables to change the sequence order of neighbouring field according to time. This flag should be ticked if the image on the video output is not smooth - "jitters";
- Invert MJPEG field**
 Various video cards working in *MJPEG* format store information in *AVI*-files differently. If the fields on the output are mixed up (neighbouring lines of different parity go in the wrong order), it is necessary to tick this flag. In this case the movement will be smooth, but on slanting lines of static frames reversed notches may be seen.
- 16:9**
 This flag creates scaling and trimming on the sides of the video clip frames, meant for the screen with 16:9 aspect correlation of sides. It is important to remember that the video clip must be created for progressive not interlaced.

Static image video clip



If a 24-bit TGA-file is chosen for the clip, a static image with 1 second default duration is created (the duration can be changed by setting the *Still* mode for the clip). The resulting clip is a *Video* type clip; it is possible to edit its parameters by using the *[Edit Vid Param]* button. 32-bit TGA files used as clips are supported only in Infochannel package.

**Parameters of
video clip
playback:**
Playback Options

Parameters of playback for different video clips can vary, as the system supports different video file formats. These parameters refer to a selected clip and prevail over similar ones set for the whole system in the options of *VideoPlayer* program (see below).

After the *Enable Playback Options* flag is ticked, the following parameters can be changed:

- ***Direct Show***
This flag enables to use an external *Direct Show* codec for the current clip, if the built-in support of decoding of this format in the system does not satisfy. In particular, this allows to use external codecs while playing the files in *MPEG-2* or *DV type 1* format;
- ***Invert Fields***
This flag enables to change the sequence order of neighbouring field according to time. This flag should be ticked if the image on the video output is not smooth - "jitters";
- ***Invert MJPEG field***
Various video cards working in *MJPEG* format store information in *AVI*-files differently. If the fields on the output are mixed up (neighbouring lines of different parity go in the wrong order), it is necessary to tick this flag. In this case the movement will be smooth, but on slanting lines of static frames reversed notches may be seen.
- ***16:9***
This flag creates scaling and trimming on the sides of the video clip frames, meant for the screen with 16:9 aspect correlation of sides. It is important to remember that the video clip must be created for progressive not interlaced.

Video streams

Video streams (Streams) are an exception, their parameters are fixed and defined during the system installation depending on available sources of digital video stream input (reception from satellite, digital video camera etc.).

The duration of such clips is not defined exactly (in a video block their default duration is 1 hour, and in the schedule they occupy all maximum available free space between the neighbouring elements).

Creating blocks and editing their parameters

Editing block parameters dialog window

The dialog window for editing the parameters of the block appears immediately after adding the block to the folder in the media tree. It can also be accessed through the "*Edit*" item of the contextual menu.

Different dialog windows are used for editing the parameters depending on the type of the block:

General parameters

Let us examine the general fields in these windows.

Media tree

In the left hand corner of block editing window there is a media tree which has been described in detail above. This tree is used for choosing the clips and dragging (*Drag&Drop*) them into the corresponding fields in the editing window.

Only the clips appropriate for the usage in a current block type are displayed in the media tree. They can be edited, renamed and played from there. Adding a clip to the block can be with the help of "*Add to block*" command from the contextual menu, it can also be done by *Drag&Drop* method.

The clip is inserted before the selected similar clip (element) of a block in a corresponding window. If no clip in the window (on a timeline) has been selected, then the clip is added to the end of the list.

Project

Unchangeable field indicating the name of the folder where the block is located.

Name

The name of the block, which can be changed in any way you like.

Comment

Comment is an optional clip parameter, it serves to store extra information and use it during search from *Schedule/Search for Clips & Blocks* command.

The name and the comment are shown in the schedule when the clip is inserted into it.

Duration (Total Duration)

Unchangeable field of block duration shown in "*HH:MM:SS:FF*" format..

While planning to use the block in a specific empty window in a schedule, it is necessary to make sure that the duration of the block does not exceed the size of the window (otherwise such block will not be replayed).

OK

Editing block parameters dialog window

The dialog window for editing the parameters of the block appears immediately after adding the block to the folder in the media tree. It can also be accessed through the "*Edit*" item of the contextual menu.

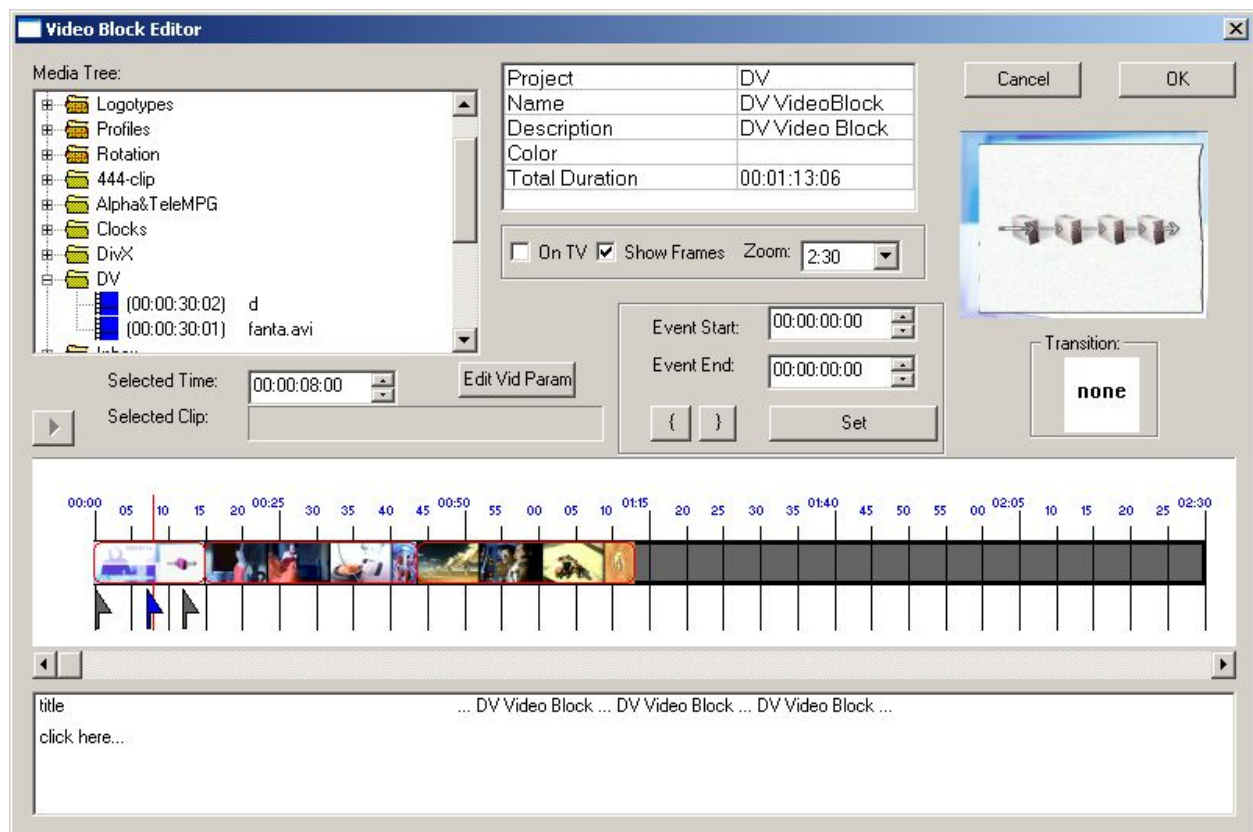
Different dialog windows are used for editing the parameters depending on the type of the block:

Clicking [**OK**] button, editing finishes, all entered parameters of the block will be saved.

Cancel

Clicking [**Cancel**] button, editing finishes, all entered parameters will be cancelled.

Video block editing

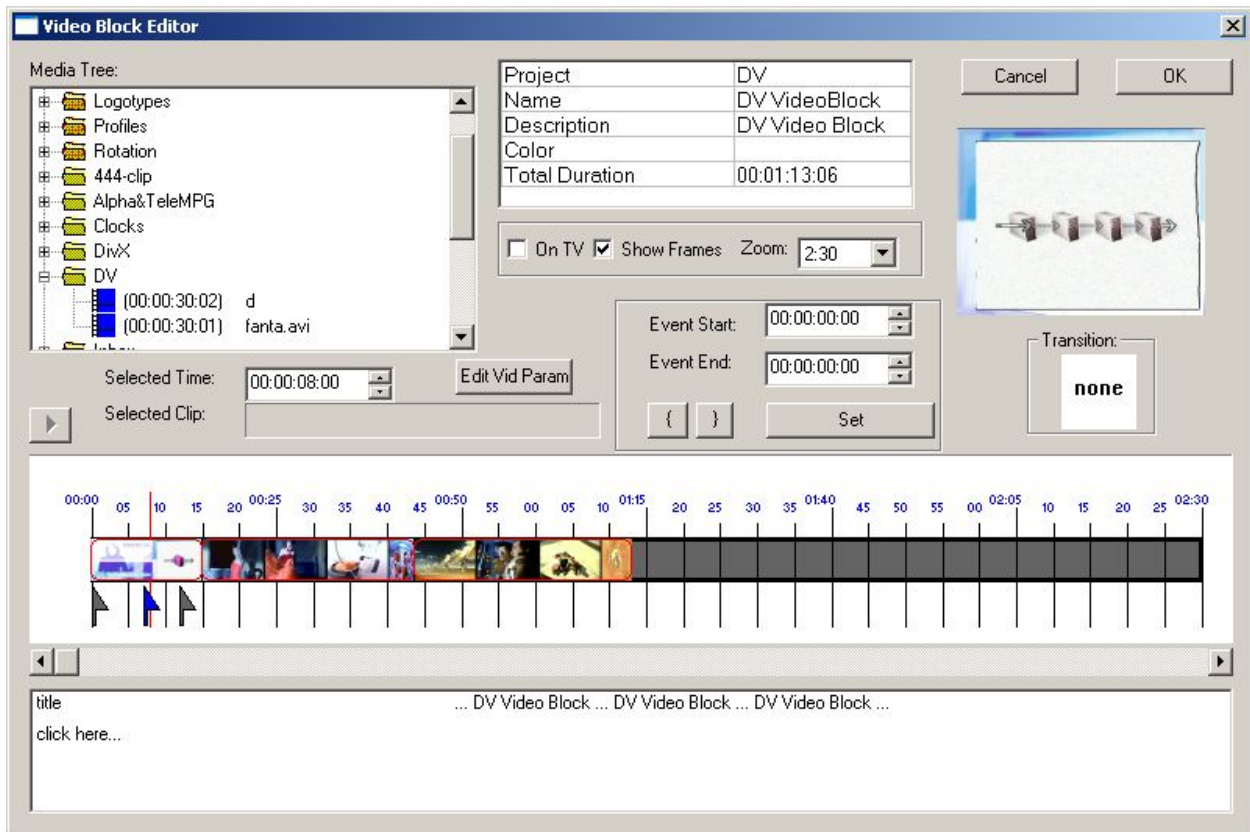


Clips timeline

In the middle part of *Video Block Editor* dialog window there is an area where the clip sequence of the block is displayed in the form of a graphic bar.

Video block clips are represented in the form of a sequence of rectangles filled by their frame images (if *Show Frames* flag is ticked). The time frame is displayed above the bar. The duration of the visible fragment of the block in the window is set in the *Zoom* field. In order to show the rest of the block on the bar, you can use a scroll bar at the bottom of the editor window.

The current clip (*Selected Clip*) on the bar is clicked with the mouse, after which a



red dotted line will appear around it. This line shows the full duration of the clip even if it has points of input and output differing from its beginning and end, respectively.

The place of the current position in the block is shown by a red vertical line – **Selected Time**.

It is possible to drag the clips from the media tree of the window onto the bar. They will be inserted in front of the clip, on which you clicked with the mouse left button, or after the last clip, if the cursor pointed at the area of the bar to the right of the clips. The clips are inserted in the same way (in front of the current clip or in the end) if the command "**Add to block**" from the contextual menu in the media tree is used.

Contextual menu of the clip bar

By clicking the right button in the window of the clip bar a contextual menu appears containing the commands:

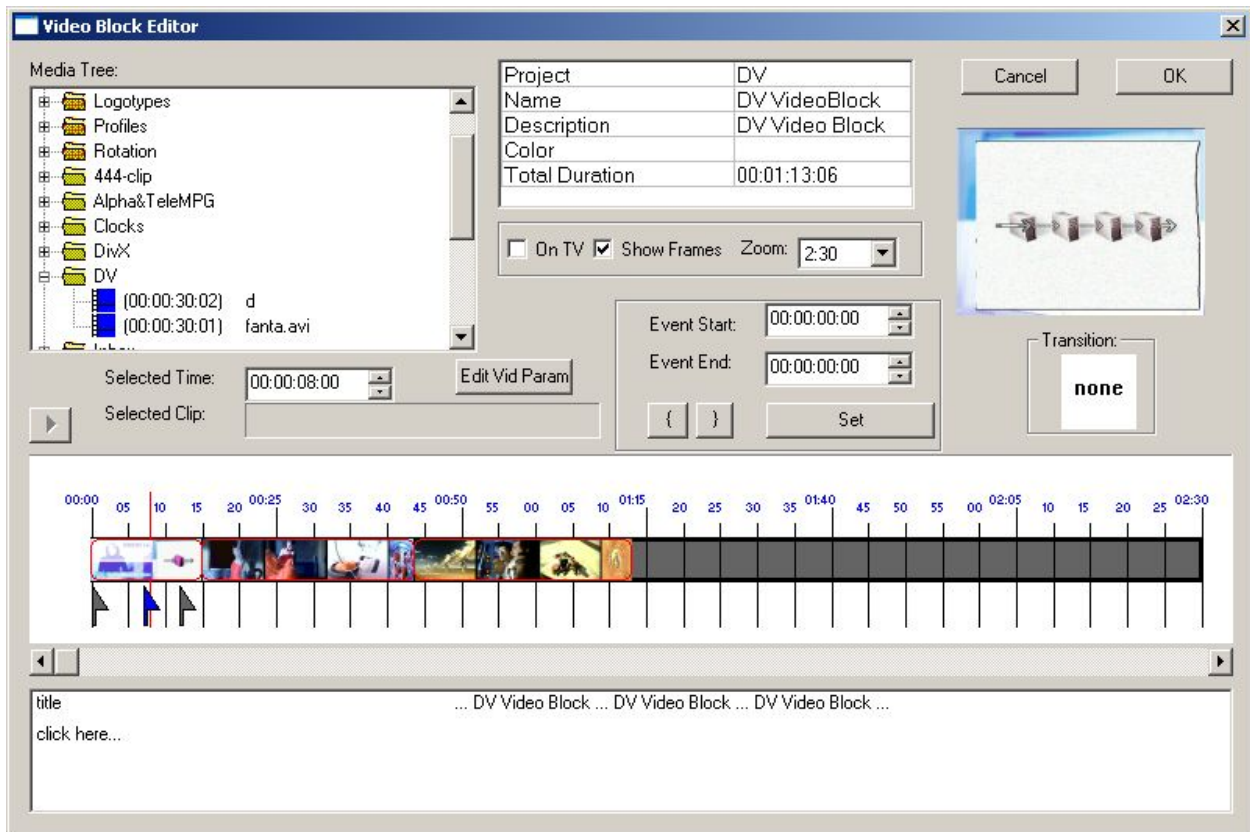
- **Delete Clip** – delete current clip from the block;

Other commands refer to the secondary events of the video block (described in more detail in chapter 2):

- **Add Secondary Event** – add a secondary event into the current position inside the video block – **Selected Time**;
- **Delete Secondary Event** – delete a current secondary event;
- **Edit time** – change the time of the beginning of the current secondary event.

Current clip: Selected Clip and its delete button:

Unchangeable field with the name of the current clip chosen on the bar. To the right of the current clip there is a [**Delete**] button, by using which it is deleted from the block.

**Delete**

At the beginning of block editing the current clip is not chosen, to choose the clip it is necessary to click on it with the mouse left button.

Current position in the block:**Selected Time**

The field where the current position in the block is indicated and may be set in "HH:MM:SS:FF" format.

The current position in the block and the current clip are not connected between themselves automatically. The current position of the block will change while the current clip will not if you click the mouse left button on the bar outside the clip.

Preview-playback button

▶ button launches or stops the playback of the video block from the current position through the video card, if the **On TV** flag is ticked.

On TV Flag

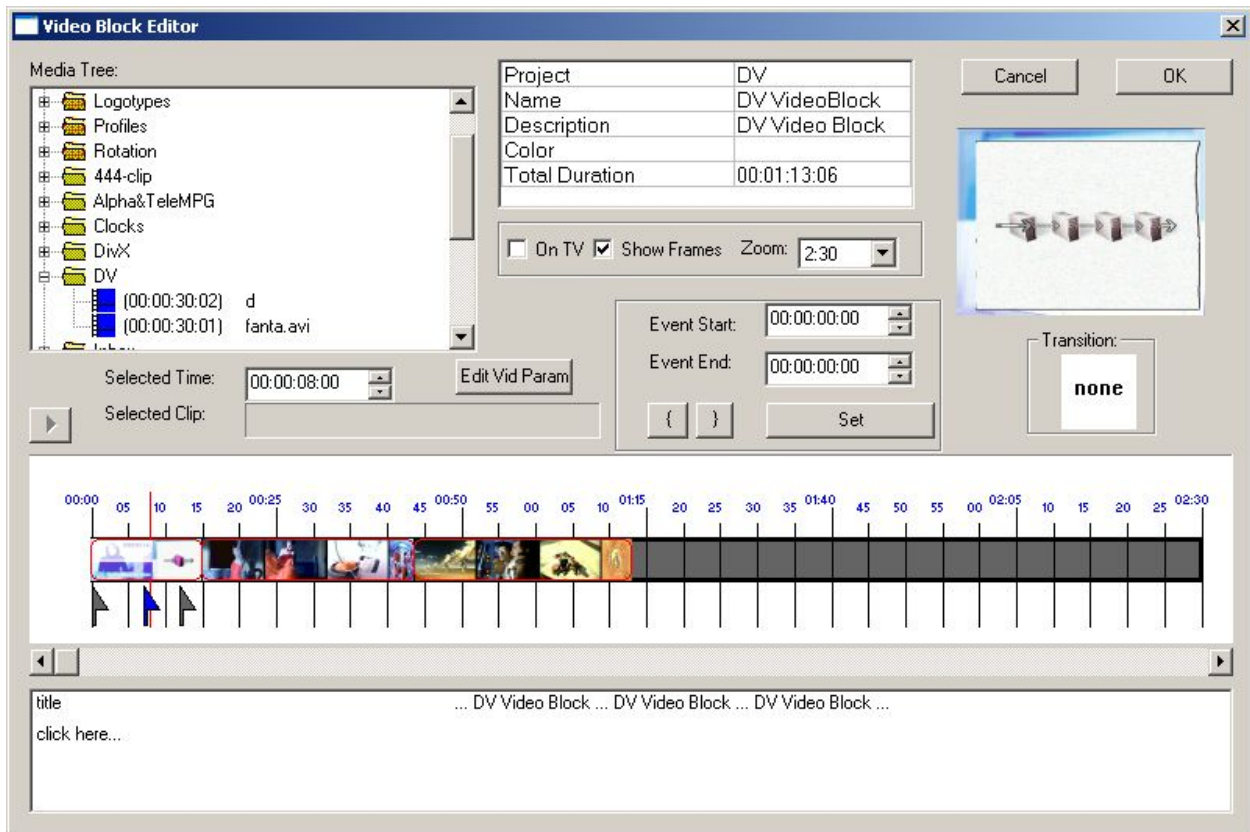
Ticked **On TV** flag enables the block payout on a TV screen connected to the video card output.

Show Frames Flag

Show Frames flag sets the display of the clips on the bar with the output of its frames. If the flag is not ticked, the name of the clip is shown inside the rectangle of the clip and the current clip is also coloured pink.

Effect of transition between clips in the block:**Transition**

In the **Transition** combo box you can choose the transition effect (alpha wipe – *Alpha Wipe*, or mixing – *Cross Fade*) between the current and previous clip in a block. During the execution of this effect the video image of the end of one clip in a definite way gradually changes into the starting frames of the following clip (the same happens with the sound – it is gradually replaced by the sound track of the following clip).



Value "None" in the list indicates the absence of transition effect (the transition happens instantly). The parameters of the transfer effect refer only to the current clip in the block and may vary in different clips.

The list of alpha wipe is formed according to the contents of *Wipe* subdirectory in the directory where *Alpha Pro* and *TELE* systems are installed. This subdirectory must contain alpha files of wipes 720x576 pixels in size and 256 colours, which are used for similar effects in *Alpha Pro* program (see the description of the program).

Time of execution of alpha wipes or mixing between the clips in a block

Time of execution of alpha wipes or mixing between the clips in the block in frames is set in the combo box located below the *Transition* field.

Value "0" means no transition effect. At nonzero value the current clip is shifted on the corresponding number of frames to the side of the previous one.

Scaling of block output in the window of clip bar:

Zoom

The duration of the block fragment is set through the *Zoom* field corresponding to the duration of the bar in the editing window. By choosing a relatively short duration (a bigger scale) from the list of possible values it is possible to achieve a more correct positioning with the help of the mouse cursor inside the block. To show the remaining part of the block in the bar, use a scroll bar below.

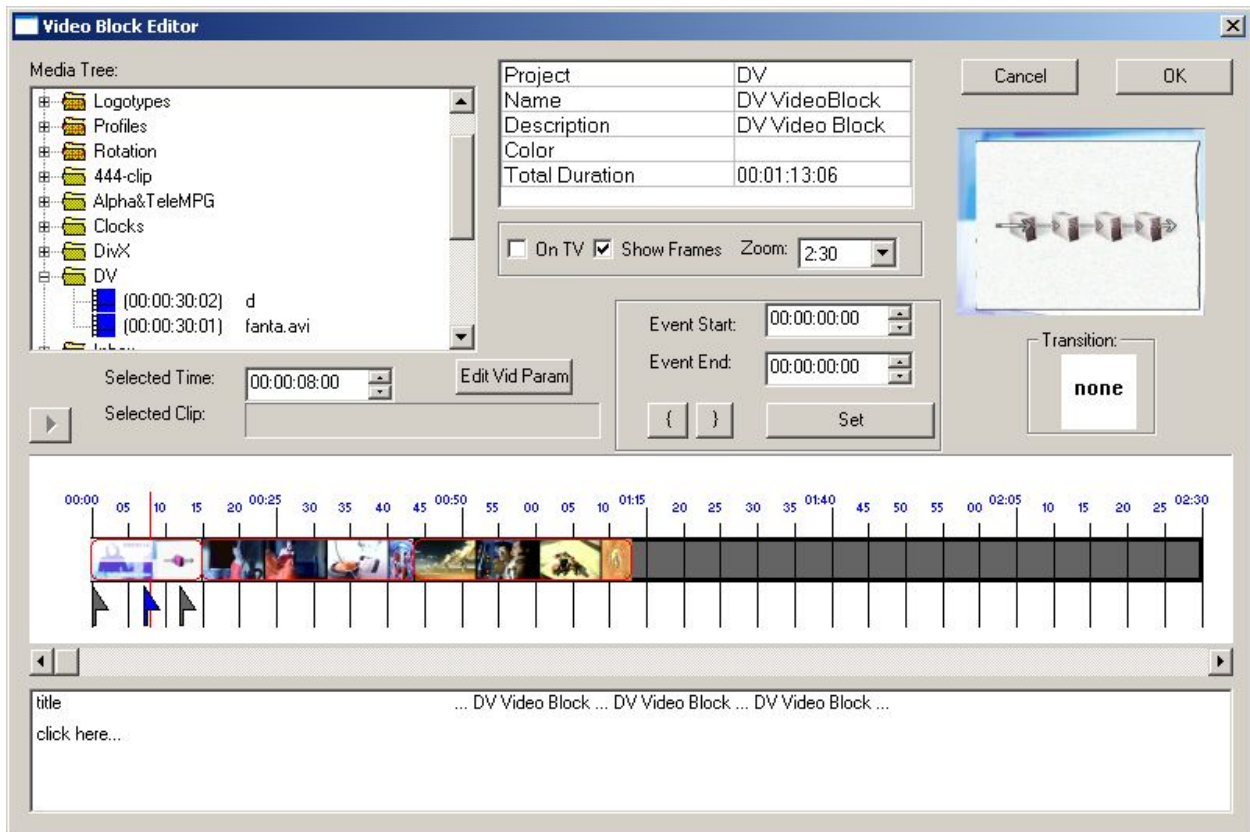
When the block is opened for editing, the scale is chosen automatically judging by the duration of the block.

Margins of current clip start and end:

Clip Start

These fields display the positions of clip start and end respectively; they may be entered in a digital form. Values are entered and edited in "HH:MM:SS:FF" format.

This way you can shorten (trim) the clip, for instance, to fit it in the airtime window

**Clip End**

left for it.

At adding of the clip into the block, the primary values of these parameters are taken from the settings of the clip. Later while editing the block they may be altered and this will refer only to the clip entry into the block, settings of the clip parameters in the media tree will remain unchanged.

Button for setting the current clip start and end:

Set

Changes of clip start and end entered in a digital form in the **Clip Start** and **Clip End** margins are finally set by clicking the [**Set**] button. If you do not press this button and simply move to another clip, the changes will not come into effect.

Buttons for clip start and end according to the current position in a block:



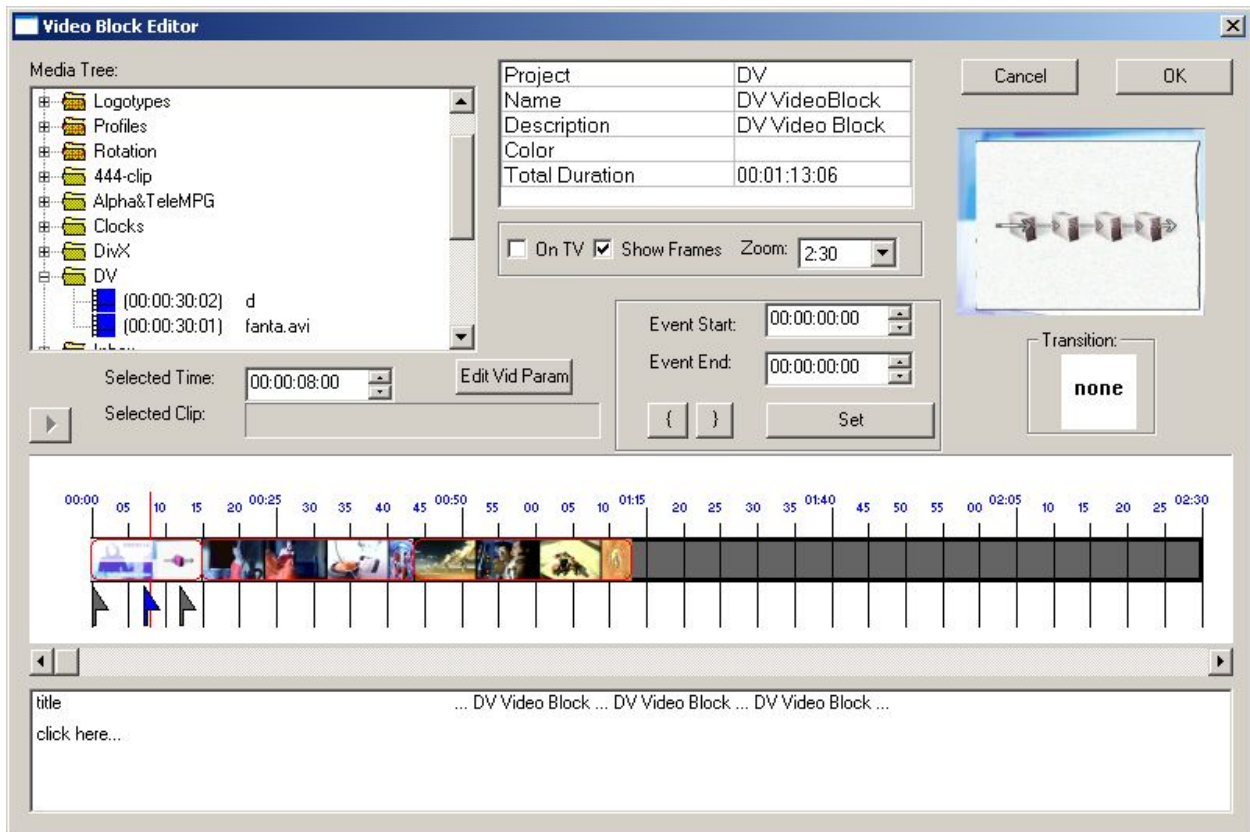
Clip start and end may be set by using the current position on the clip bar. This allows to choose a necessary frame by changing its time-code in the **Selected Time** window and watching through the card output. After pressing the button of the point selection its time-code is indicated in the corresponding **Clip Start** or **Clip End** field.

Pressing the buttons finalizes the margins input, additional pressing of [**Set**] button is not required.

This way the clip fragment used in the block can be reduced. If it is necessary to enlarge it, you can do it manually through the **Clip Start** and **Clip End** fields and through the current position inside the block - **Selected Time**. You **must** highlight the necessary clip on the bar and draw the current position beyond it, but still inside the rectangle with dotted lines. Pressing the button of the input/output point sets its new value.

Button for entry of parameters for

This key calls the "**Edit Video Parameters**" dialog window to edit the parameters for the correction of sound level, brightness and colour rendition, which will be



**colour correction
of the current
clip:**

Edit Vid Param

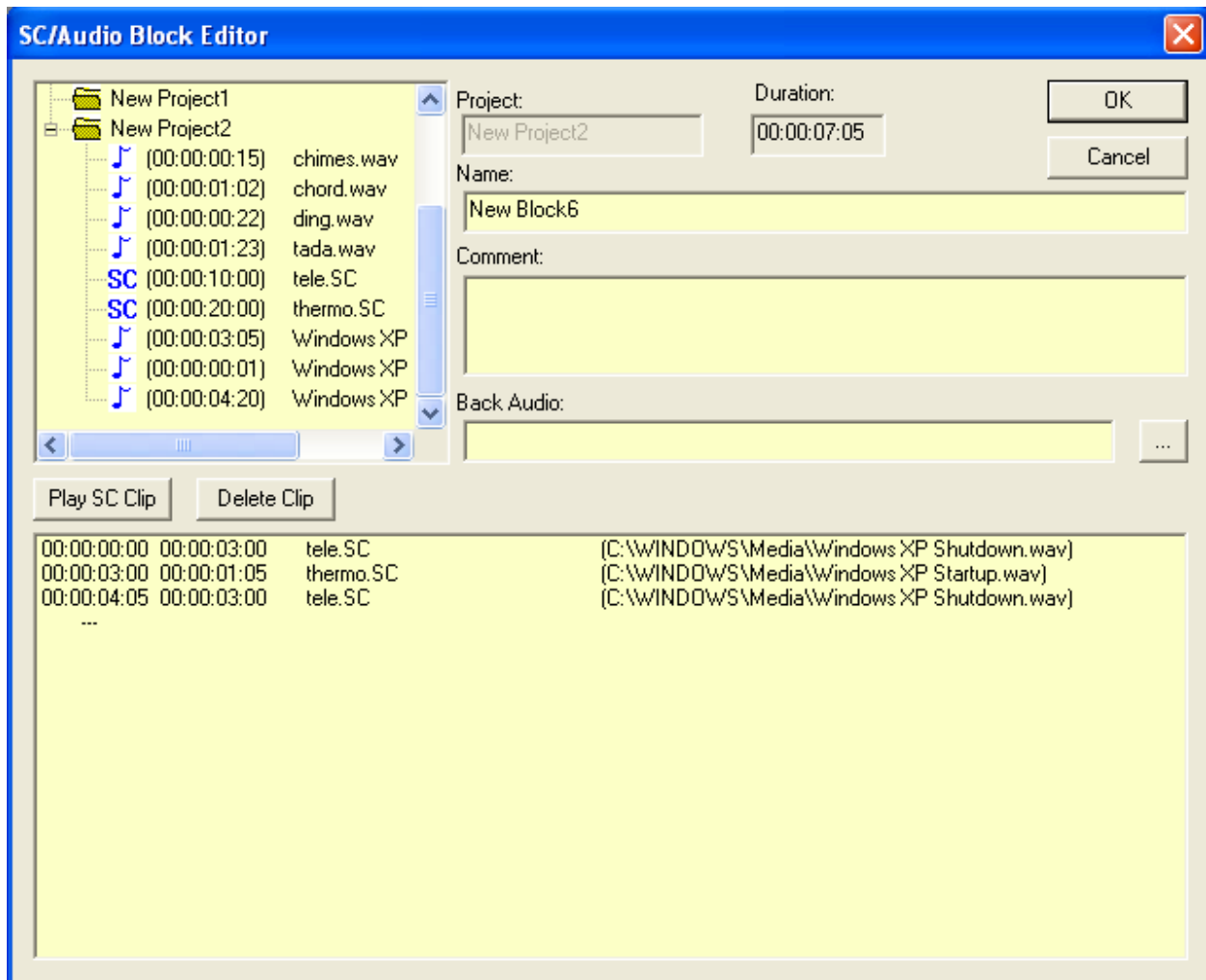
performed in real time during the playback of the current clip in a block. The parameters themselves and the method of their editing have been described above.

This button was added on purpose, for the convenience of sound level and colour rendition correction during the adjustments of the transitions from one clip to another, in order to avoid sharp breaks. Changed parameters are set for the clip globally and are used during all other entries of this clip in the schedules and blocks.

**Timeline of
secondary events
and the window
of objects
connected with
them**

Under the bar of clips there is a timeline of secondary events and the window of objects connected with it. It is described in more detail in chapter 2 below.

Block editing type SC/Audio



Clip line of SC type

At the bottom part of the **SC/Audio** block type parameter editing dialog window (**SC/Audio Block Editor**) there is an area, which is filled with clips of SC type (scripts of *Alpha Pro* program probably having their own audio track).

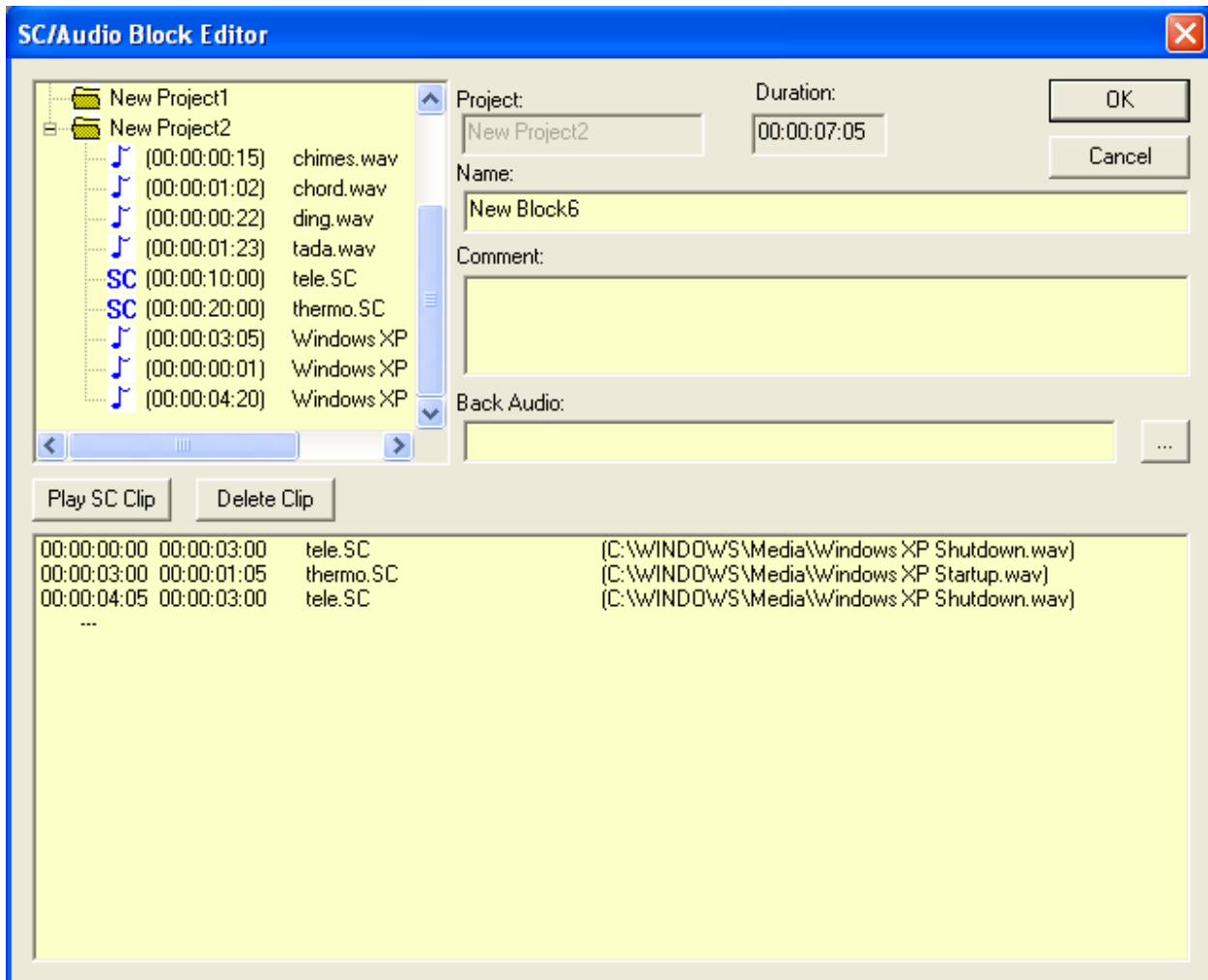
The clips are also inserted in this area by dragging them from the media tree (*Drag&Drop*). A clip is placed in front of the highlighted clip, or after the last one, if "----" line is chosen. Clips are also inserted by using "**Add to block**" command from the contextual menu in the media tree.

Clip is selected by clicking the mouse left button when the cursor is pointed at it.

The following parameters of the block clip are indicated in the line:

- Time of clip start in "HH:MM:SS:FF" format;
- Duration of the clip in a block in "HH:MM:SS:FF" format. If the duration of the clip is not defined then it is displayed as "?:?:?:?:?", and it is necessary to define it with the help of [**Play SC Clip**] button;
- Name of the clip;
- Full name of the audio file related to the clip, if such exists.

Deleting clip form Clip deletion is performed by pressing the [**Delete Clip**] button.



the block: *Delete Clip*

Defining the duration of the SC type clip:
Play SC Clip

If the duration of SC type clip playback has not been defined during its creation, then if it is added on to a line the whole duration of the block will also not be defined (indicated as **??:??:??:??**). In this case it is necessary to highlight the clip on the line and click [**Play SC Clip**] button.

Attention! At defining the duration of the SC type clip, the video card and the audio card work in the “pass-through” mode.

Background sound track:
Back Audio

In **Back Audio** field you can enter the name of the sound file, which will be played together with the block, creating general uninterrupted sound track for of all its clips. To choose the sound file, press the [...] button on the right of the field. WAV audio files of PCM format, 32/44/48KHz, 16 bit stereo are supported. If the duration of the sound file is longer than the duration of the block, the sound will be broken. If it is shorter, the block will be played up to the end without the sound.

If the clip in the block has its own sound track, the sound from both files will be mixed during the output.

Text-banner block editing

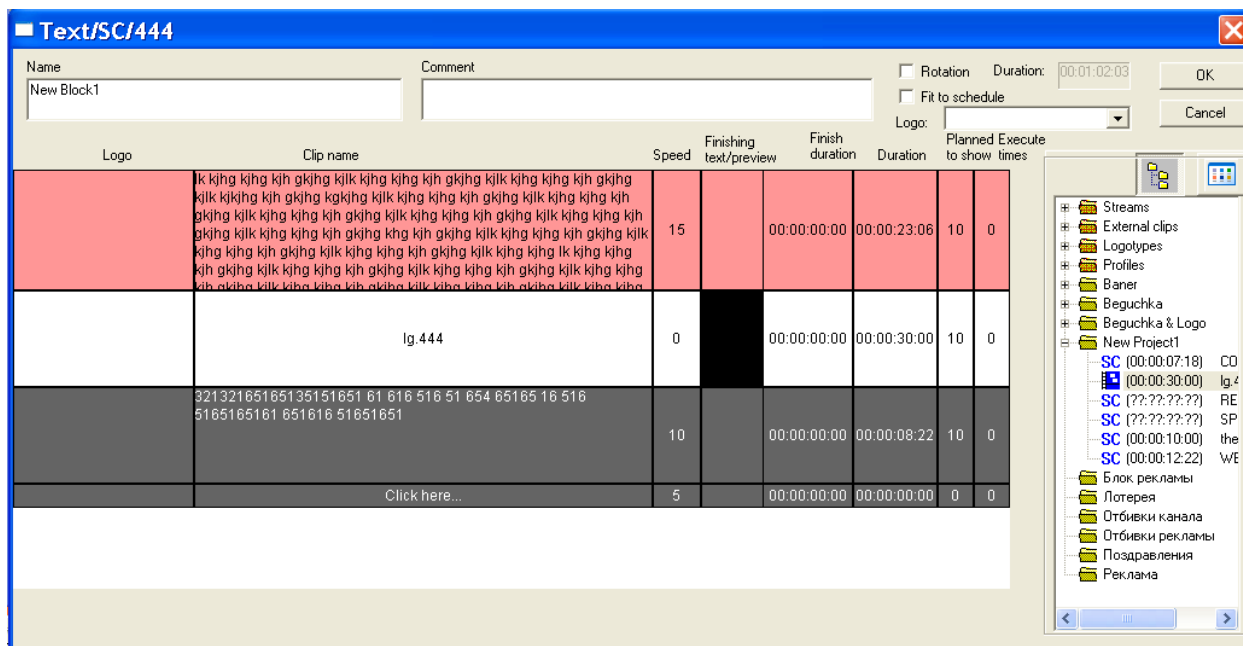
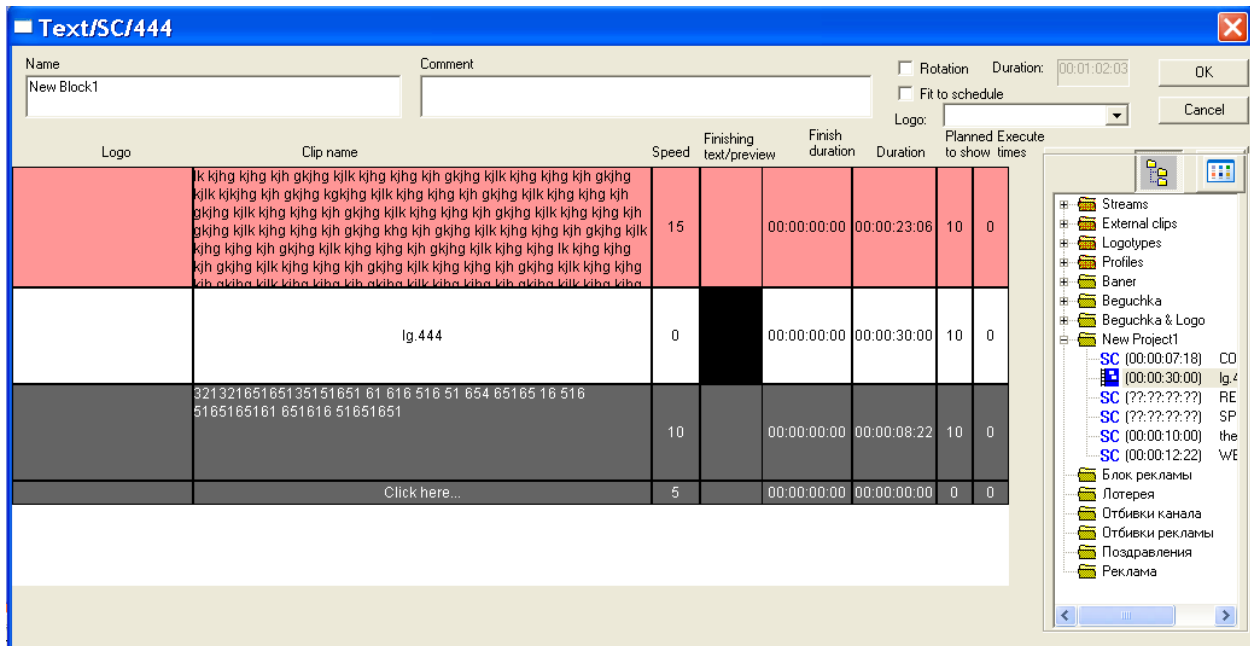


Table for description of animation elements (banners) and crawls in the block

The left part of the dialog window for editing the text-banner block parameters is occupied by the table for the texts of crawls and animation with alpha-channel (banners). Each element of the block corresponds to the line in the table, where the parameters of this element output are set by the system.

The table features the following columns:

- **Text/Clip** – a sign that the element of the block is a banner, i.e. for animation clips with alpha-channel in 444 format a word "**Clip**" is displayed in this column;
- **Logo** – the value of the system variable **%LOGO** is set in this field. Through it, it is possible to link to an animated or a static logotype for the foreground composition, which is output over the block during its playback in the schedule;
- **Clip name/Text** – field for the text input of the crawl. In case of a banner, the name of the clip and its commentary are indicated there.
- **Speed** – field for crawl speedy entry. In case of a banner, the value of speed equals "0" and is ignored;
- **Finishing text/preview** – field for the text entry which will be displayed after the end of the crawl, or icon-images of the first frame of the banner;
- **Finish duration** – field for the duration of the text display entry after the crawl output in "HH:MM:SS:FF" format. If there is no text, but the duration is indicated, it means that there will be a pause the output of the crawl on the screen is finished;
- **Duration** – general duration of the block element output in "HH:MM:SS:FF" format;
- **Planned to show** – field for entry of the planned number of displays of the given element in a block in rotation mode (see below);
- **Execute times** – field for the number of executed demonstrations of a given element in a block in the rotation mode (see below). If this number exceeds **Planned to show**, this element will not be played out.



The last line in the table is always a special empty line of zero duration - "00:00:00:00".

Line in the table is selected with the help of the mouse left button when the cursor is pointing at it. If the crawl is selected, the text cursor appears and you can edit the previously entered text.

Clicking the mouse right button above the line in the table calls the contextual menu, which contains the following commands:

- **Delete** – delete the current line;
- **Insert** – create a new element of the block in front of the current one and enter the text of its crawl using the keyboard (while entering and editing it is possible to use standard *Windows* operations of copying the text through the *Clipboard*);
- **Load** – create a new element of the block in front of the current and enter the text of its crawl from the text file.

Animation clip is entered in the table the same way of dragging it from the media tree (*Drag&Drop*), it will be located in front of a highlighted line.

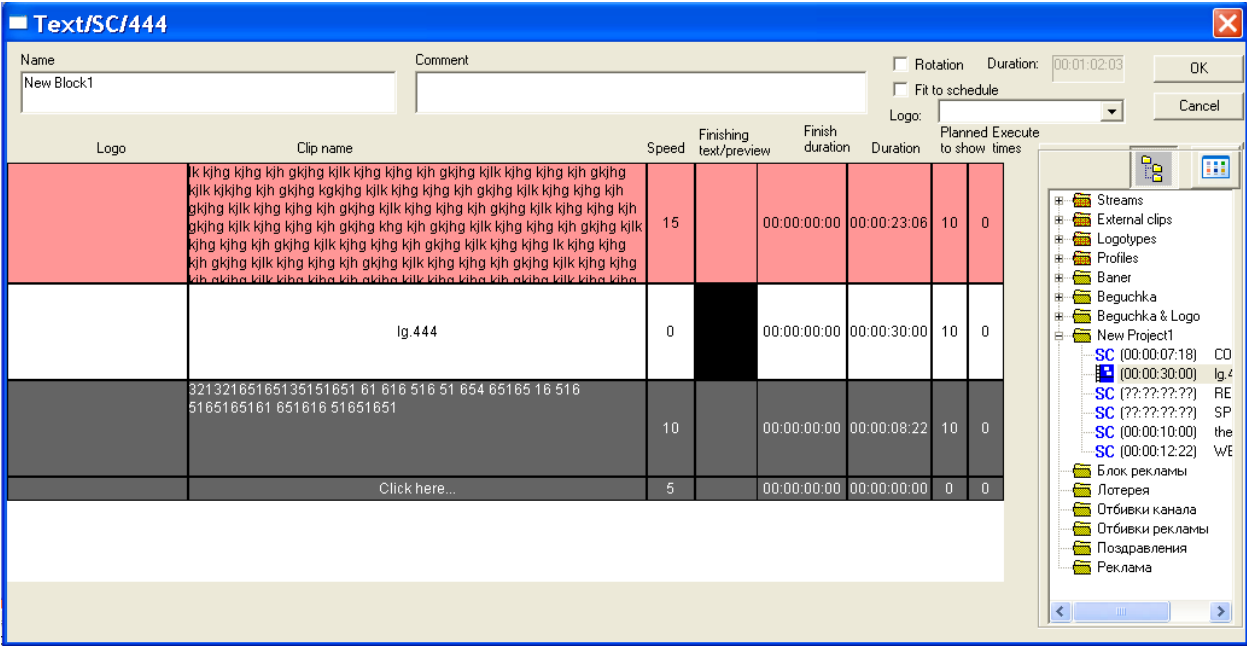
Clips can also be inserted by "**Add to block**" command from its contextual menu in the media tree located in the right part of the dialog window.

Logo for block element:

Logo

Every element of the block (crawl or banner) can have its own dynamic or static logotype assigned to it. It will be output by the system in the foreground composition (see below) specified for this block in the schedule. The reference to *TGA*-files or image file is transmitted to the composition via the **%LOGO** system variable which can be used as the value of **Picture** parameter of composition layer with **Logo** class object.

To enter the name of *TGA*-file of logo image, use the [...] button on the right, which is also used to open the standard window for the selection of the file name.



If the name of the file ends with numerals and the same directory contains other files that have the same name in the beginning and numerals at the end, which compose a numerical sequence, all these files will be considered an animation logotype and will be played in cycles.

Text of the crawl:
Text

The text is entered in one line and can be edited in a regular for *Windows* environment method.

**And text of the
line played after
the crawl:**
Finishing text

The style of the text output on the screen (by default) is defined in the parameters of the templates of *TELE.SC* script connected with *render-time* variable ***text***, which is located in the *Alpha Pro* program directory.

When a particular part of the crawl text is required to have its own style, at the beginning of the part the "**Style_of the part**" sequence is entered and at the end – "**Old_style**" (the name of the style must not contain blank spaces). All the styles stored in *TELE.SC* script can be used in this operation.

**Duration of crawl
output:**
Duration

and its speed:
Speed

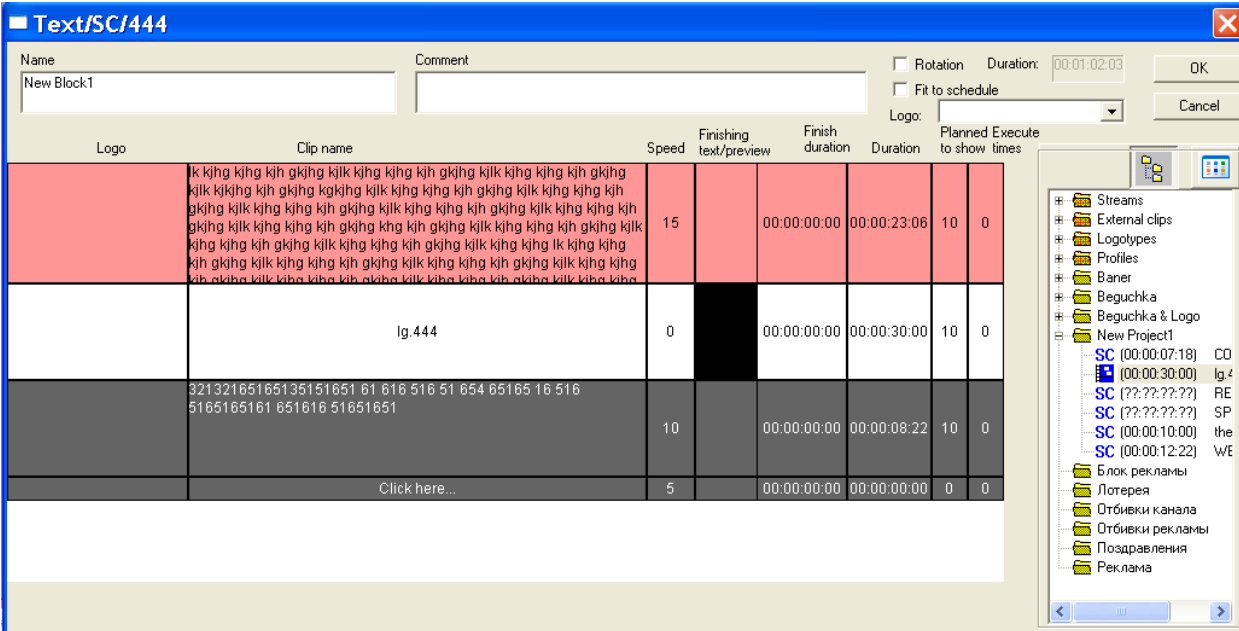
During the input and editing the crawl text, the ***Duration*** column immediately displays the exact duration of its output on air taking into account the following delay - ***Finish duration***.

In the field ***Duration*** (above the table) the total duration of the output of the whole block is indicated. This allows to control the duration of the block so that it does not exceed the time allotted to it on the air.

The duration of the output is calculated from the time of the appearance of the first symbol of the line on the screen till the moment of the disappearance of the last symbol, including the blank spaces in the beginning and at the end.

The speed of crawl movement ***Speed*** is defined by a conventional number ("1" – the slowest movement). The real movement speed of the line on the screen depends not only upon the ***Speed*** parameter but also upon the width of the area of its movement.

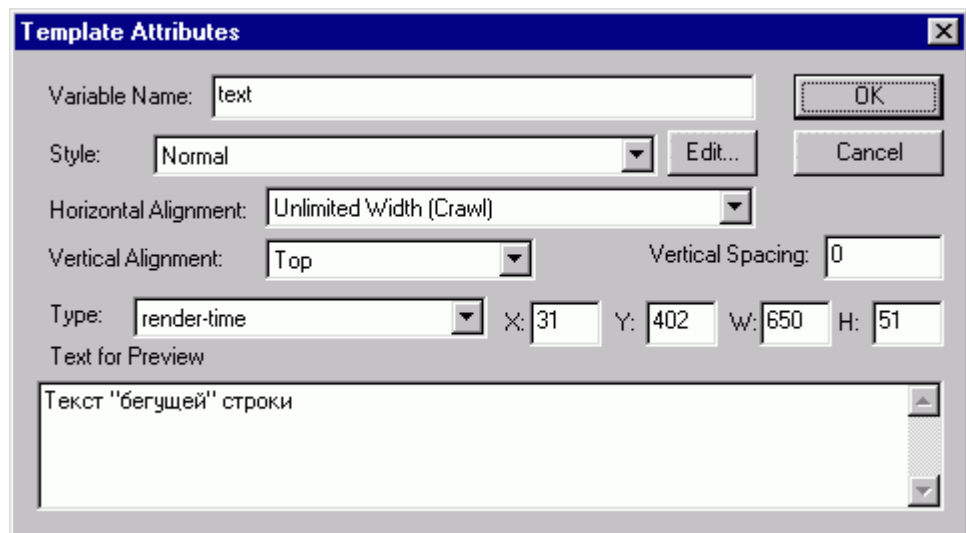
In any case, during the output the system produces the output of the crawl line on the



screen in such a way so that it fits into the time allocated for it. Changing the speed parameter value it is possible to achieve the output of a very long text within a specified time.

Changing the location of the output area of the crawl in the block and the text style formatting:

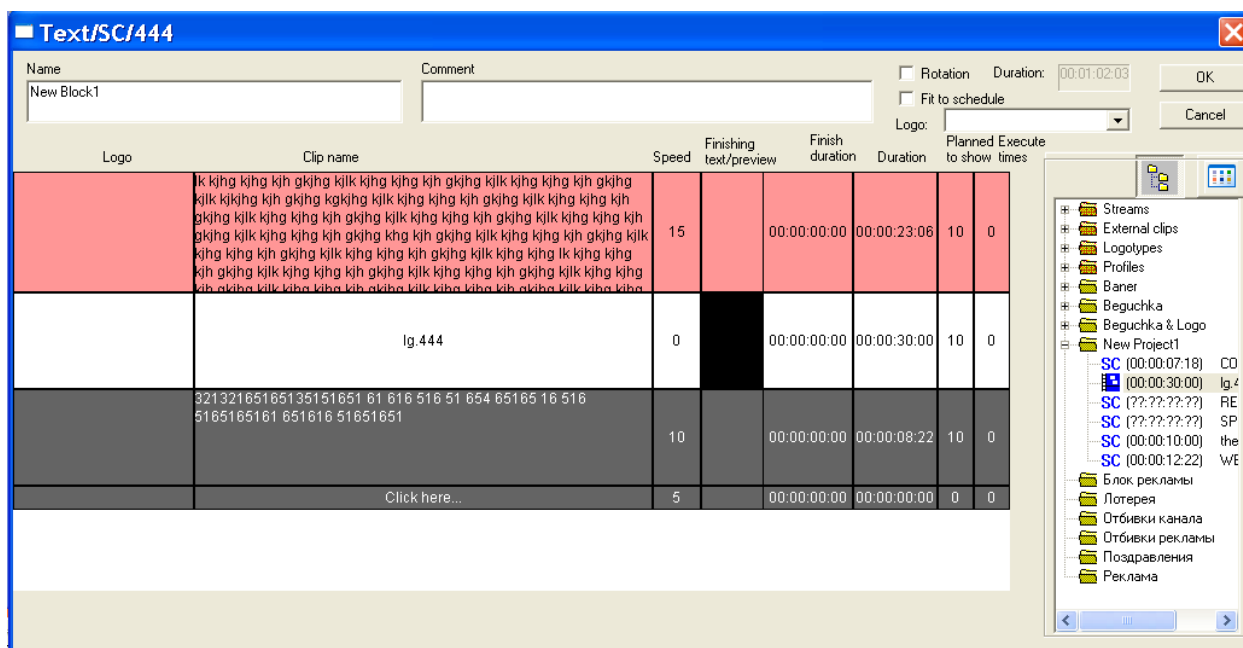
The location of the output area of the crawl of text-banner blocks is set in the *TELE.SC* script on the page with *ID=crawl1* identification. In this page you can change the location of the effect output area margins and place within them a template connected with *render-time text* variable of this script in *Alpha Pro* program environment (for more details see “*Alpha Pro program extended version description*”).



In the same template you can choose and edit a different **Style** that will be used to display text symbols of the crawl on the screen. You can also change the values of the **Vertical Alignment**, **X**, **Y**, **W** and **H** fields. It is important to locate the whole template on the page within the area of its effect - *Partial Horizontal Crawl*.

Text style:

Style parameter in *Template Attributes* window sets the style for the text of the



Style

crawl. The style is taken from the *TELE.SC* script.

Rotation inside text-banner blocks

In order to enable the rotation mode of text banner block elements it is necessary to tick the Rotation flag. In this mode all the elements of the block are displayed cyclically in turns occupying the whole time allocated for the block in the schedule.

In rotation mode the system calculates the number of the displays of every element (**Execute times**) and, if it exceeds the planned (**Planned to show**) number, the next display of the element is skipped.

Planned number of displays of every element is set during the block editing. The number of executed displays is changed automatically, it can also be adjusted.

Duration of text-banner block in rotation mode

Duration of text-banner block in rotation mode is defined not by a usual method (as a sum of duration of its elements), but in a different way, as in rotation mode the element of the block elements can be displayed cyclically not only once.

This way it is defined in the **Duration** field above the table of the elements if the **Auto** flag is not ticked.

If the **Auto** flag is ticked, then such block in the schedule tends to occupy all the empty space left for it, i.e. the “gap” is fully filled.

If the block ending time in the schedule in rotation mode happens not at the end of the display of some of its element, then the output is finished in the middle and such a display is not counted in the report.

Chapter 2. Foreground compositions (logotypes)

General description

Foreground compositions (logotypes) consist of static and dynamic images, digital or analog clocks, etc. These compositions are displayed over the clips and the pass-through video signal as an extra layer.

Foreground compositions are registered in a special media tree folder – **Logotypes**. Every composition has its unique name, which is assigned automatically, but can be changed later during the editing of the composition parameters.

Compositions registered in the system are used in the schedules and in video blocks by selecting their names from the list.

Objects of the composition

Objects of certain types are included in the composition. Every object has its unique name, occupies a rectangular *area* on the screen and also has a set of extra *parameters* of the *object* depending on its type. One object cannot be included twice in the same composition.

The name of the object is assigned automatically during the creation of the object, it can be changed later. Adding of the objects to the composition is performed according to the names, taking their type into account.

Rectangular areas of the objects may intersect, but cannot go beyond the limits of the screen.

Composition layers

Every object in a composition occupies a certain layer, the order of which can be changed. Because of the fact that the objects on the screen can intersect (their areas) and that some objects modify the contents of the clips and layers of the composition located underneath, the order of the layers is very important.

Objects and change of compositions in the schedule

An object exists only if it is included in at least one composition. Such inclusion of the object has its own *layer parameters* (this is besides the parameters of the object itself) independent from the other compositions. During the change between the compositions containing the same object in the schedules the system provides a quality transition between them on the screen, taking into consideration the changes (or lack of changes) of the parameters of corresponding layers. I.e., if the object in both compositions has similar parameters, then the change of compositions in the schedule will go unnoticeably.

Classes of composition objects

Objects in a composition may be of several classes: **Static**, **Logo**, **Clock**, **Crawl**, **Window** and **3D Text**. Every class is responsible for its type of images in the composition:

- **Static** – display of static and dynamic text;
- **Logo** – display of static and dynamic logotype;
- **Clock** – analog clock;
- **Roll*** – output of vertical roll;
- **Crawl*** – output of crawl in the rectangular area of the object;
- **Window*** – scaling and insert of the image located in the underlying layers (clips and objects) into the size of a rectangular object;
- **Overlay** – output of the signal from an external source in the window.

*- only in Infochannel version

Foreground compositions (logotypes) consist of static and dynamic images, digital or analog clocks, etc. These compositions are displayed over the clips and the pass-through video signal as an extra layer.

Foreground compositions are registered in a special media tree folder – **Logotypes**. Every composition has its unique name, which is assigned automatically, but can be changed later during the editing of the composition parameters.

Compositions registered in the system are used in the schedules and in video blocks by selecting their names from the list.

Such elements as digital clock or temperature readings, etc. can be implemented through the objects of **Static** type.

Static and dynamic images in the foreground composition

It is often necessary to specify an image while creating a composition. This image can be static or dynamic – animated logotype, clock hands, etc.

An image is specified with the help of **Picture** pulldown menu. If it is empty and/or a new image must be added to it, use the [...] button to the right of the menu, which opens the standard window for the selection of file name.

If the name of the file ends with numerals and the same directory contains other files that have the same name in the beginning and numerals at the end, which compose a numerical sequence, all these files will be considered an animation logotype and will be played in cycles.

When it is not required to output an image, choose an empty line from the menu. All the selected images are stored in the system and are later entered into the menu.

File format must be *TGA*, 24 bytes for opaque images and 32 bytes for images with alpha-channel, if it is required to set a certain level of transparency for some areas of the image.

Dynamic images are played with the speed of 50 files per second. Every such file must have full vertical size and must be created by the program for the output in the progressive scan and not in interlaced.

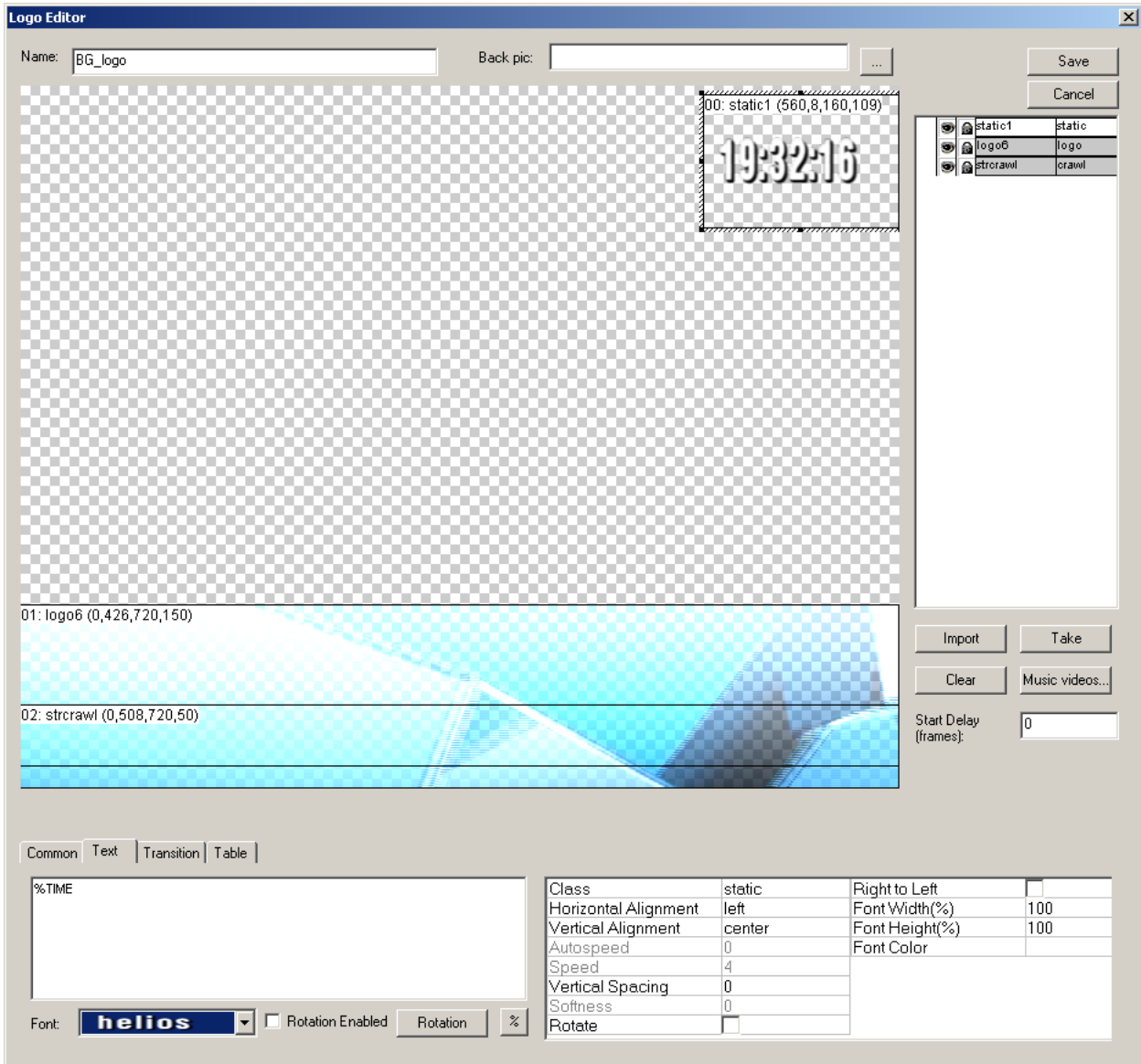
You should bear in mind that dynamic images are played by the system from the operating memory, which is why its volume restricts the number of used files and their size.

The program that generates dynamic images often duplicates the first and last frame of the sequence, thus during playback the “freezing” effect appears. To avoid this it is necessary to delete one of the two files.

Creation and editing of foreground compositions

Creation of foreground compositions

Adding the foreground composition into *Logotypes* folder of the media tree is performed with the help of "Add Logo" item in the contextual menu of this folder. After choosing this item of the menu the dialog window for editing compositions "Logo Editor" opens immediately. The name of the composition is assigned by default; it can be changed later at any time. This same window is opened for editing the parameters of already existing composition while choosing "Edit" option from its contextual menu.



Name

Unique name of the composition – can be changed in random way.

Save

Pressing [**Save**] button will finish editing; all the entered parameters of the

Creation of foreground compositions

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composition will be saved.

Cancel

Pressing [*Cancel*] button finish editing; all the entered parameters will be cancelled.

Screen area with objects rectangles

Below the name of the composition in a dialog window there is an area corresponding to the screen where its objects are located in the form of frames.

It is possible to make the object active by clicking inside its rectangle with the mouse left button.

The active (selected) object is surrounded by a special frame with six boxes. It is possible to change the size of the rectangle of the object by moving the boxes with the mouse. It is possible to move the object in the area in a usual way by clicking the mouse left button when its cursor is inside the corresponding rectangle and then moving it into the necessary place.

Rectangles of objects may intersect, but cannot go beyond the limits of the screen.

Inside the object rectangle the "**number or layer: name of object**" is displayed. Layer "**01**" corresponds to the objects closest to the viewer; the rest of the layers with objects are located in the increasing order below.

To open the editing window of object and layer parameters, click the mouse left button twice inside the rectangle of the object, or open the *Properties* command of the contextual menu clicked by the mouse right button.

Inserting layers with objects into a composition

To insert a layer with an object of a certain class, the following menu options are used:

- *Add Static*;
- *Add Logo*;
- *Add Clock*;
- *Add Crawl*;
- *Add Window*;
- *Add Overlay*.

If the objects of a certain class have not been created yet, it can be done while adding it into a composition.

A layer with an object is inserted in front of the current layer selected in the composition at the moment. Later on it is possible to change the sequence of layers with the help of *Bring to Top*, *Send to Back*, *Up* and *Down* commands (see below).

Creation of foreground compositions

Adding the foreground composition into *Logotypes* folder of the media tree is performed with the help of "Add Logo" item in the contextual menu of this folder. After choosing this item of the menu the dialog window for editing compositions "Logo Editor" opens immediately. The name of the composition is assigned by default; it can be changed later at any time. This same window is opened for editing the parameters of already existing composition while choosing "Edit" option from its contextual menu.

Dialog window of entry of the layer with an object into a composition

After clicking the key for entry of the layer with an object into the composition, a "Create New Layer (...)" dialog window appears with a list of objects of corresponding class already created in the system and not used in the edited composition. It is necessary to choose an object in the list and click [OK]. If the desired object is not in the list or if the list is empty, click [New] and the "New Logo object editor" window will appear where you can enter the name of a new object. A certain standard new name will appear in this field, it can be immediately changed in any way you like. After you enter the name and press [OK] a new object with default parameters is added to the corresponding list of "Create New Layer (...)" window. It can now be selected and added to the composition.

Editing the parameters of an object created this way is done later in the composition layer editing window "Logo Layer Editor".

Window with composition layers:

Layers

Layers window displays all the layers in a composition in the increasing order (moving away from the viewer).

Every layer has a corresponding line, at the beginning of which the parameters of the object rectangle (*X*, *Y*, *W*, *H*) are displayed in brackets. Next, *name*, *class*, *parameters* of the object and layer are displayed. The parameters are displayed in **parameter name = value** format. If the value is a text, it appears in quotes ("...").

Contextual menu of the object and layer in a composition

To call the contextual menu for the current object (layer) of the composition selected in the form of a rectangle, or in the *Layers* window, click with the mouse right button. The menu contains the following commands:

- **Bring to Top** – raises the current layer to the very top, i.e. it seems as if the layer draws closer to the viewer;
- **Send to Back** – lowers the current layer to the very bottom, i.e. it seems as if the layer moves away from the viewer;
- **Up** – raises the current layer one level up;
- **Down** – lowers the current layer one level down;
- **Properties** – parameter editing of the object and the layer;
- **Rotation** – parameter editing of object rotation;
- **Delete** – delete the layer with an object from the composition.

If a deleted object is not used in any composition anymore, then it is completely deleted from the system. If you want to avoid this, you can create a working composition where all the objects which can be used in foreground compositions are placed.

Dialog window for editing the properties of an object and layer

Editing the properties of the current object and layer of the composition is performed in the **Logo Layer Editor** dialog window.

Object Properties Object properties of the edited layer are located inside the **Object Properties** frame. These properties correspond to the entry of the object into any other foreground composition of the system. They are global and the changing of the properties of one composition will automatically do the same thing in the rest of them, this should be kept in mind.

Let's examine these object properties in detail:

Name

Object name – non-editable parameter, set during the creation of an object.

Class

Object class – non-editable parameter set during the creation of an object.

X, Y, W, H

Coordinates on the screen of the top left hand corner, width and height of the object rectangle in pixels. These parameters can be changed in a random way, but it should be kept in mind that the object rectangle must not exceed the limits of the screen.

Clock location

Location of the hands files for analog clock. This parameter is available only if the class of the object is **Clock**. This parameter will be described in more detail in the parameters of the corresponding layer of the composition.

Rotation

Value of the main object property – text or name of the file during its use in any layer (see below) can be changed automatically – subject to rotation. The rules of this rotation for the object are set in the **Rotation** dialog window called with the help of the button with the same name.

Other Params

Objects of different classes may need their own specific parameters which are entered in this field in **parameter name = value** format. If the value is a text, it appears in quotes ("...").

Layer parameters Layer parameters themselves are located below the object parameters. The list of available layer parameters for editing depends on the class of the object. These parameters will be described below.

Other Layer Params

Editing the properties of the current object and layer of the composition is performed in the **Logo Layer Editor** dialog window.

Specific parameters may be assigned for every layer with an object. They are entered in this field in **parameter name= value** format. If the value is a text, it appears in quotes ("...").

Finishing the editing of the object and layer parameters

OK

Editing finishes by clicking [**OK**], all input object and layer parameters will be saved.

Cancel

Editing finishes by clicking [**Cancel**], all input changes will be cancelled.

Layer parameters with a text (*Static* class object)

A layer with **Static** class object specifies the display of a static or dynamic text.

Parameters of text formatting in an object rectangle:

Horizontal and Vertical Alignment

Horizontal Alignment

This parameter sets the way of text formatting in the object rectangle in horizontal alignment:

- **Left** – the lines of the text are aligned to the left edge of the rectangle;
- **Center** – the lines of the text inside the rectangle are centered;
- **Right** – the lines of the text are aligned to the right edge of the rectangle.

Vertical Alignment

Parameter sets the way of text formatting in the object rectangle in vertical alignment:

- **Top** –text aligns to the upper edge of the rectangle;
- **Center** – text inside the rectangle centers in vertical alignment;
- **Bottom** –text aligns to the lower edge of the rectangle.

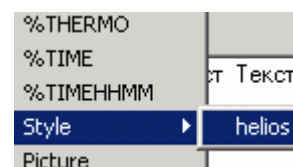
Text

In this field the text which will be displayed in the layer of the composition is entered. However, if the object of the layer is subject to rotation, then this value of the text is ignored and its contents are defined automatically by the system according to the rules of rotation.

Use of special sequences in the text %

Text of the layer with an object of **Static** class or **Crawl** class (see below) along with the ordinary symbols may contain variables **TELE** system environment, sequences of style switching, links to static and dynamic images inserted directly into the text as symbols.

These sequences may be inserted in an ordinary way from the keyboard, but for the convenience there is a special submenu, which is opened by pressing [%] button. The sequence is placed into the current position inside the text.



A layer with **Static** class object specifies the display of a static or dynamic text.

The commands of insert of **TELE** variables, images and changes of text style are listed in the sub-menu:

- **%THERMO** – readings of temperature sensor;
- **%TIME** – computer system digital clock with seconds;
- **%TIMEHHMM** – computer system clock without seconds;
- **%DATE** – current date in the format assigned in the settings of *Windows* environment;
- **Style** – changes of the style (see below) of the following symbols in the text. This item contains a sub-menu where all available styles in the system are listed (just like in **Font** parameter);
- **Picture** – insert of the symbol of static or dynamic image in the text (a general window for selection of file name or the name of the first file in succession is opened);
- **speed** – insert of crawl speed change marker;
- **pause** – insert of pause marker.

Variables are inserted in the text in the form of "**%Name_variable**", style name – "**\Style_text**", image file name – "**\picture(Full_name_file)**" (names of variables, styles and files must not contain blank spaces).

Output of the text with variables by the system

A text containing variables is similar to *Run-Time* templates in *Alpha Pro* program (see description "**An extended version of Alpha Pro program**"). I.e., as soon as the value of at least one of the variables, which is part of the text, is changed, it is formatted again in the object rectangle and is displayed as part of the composition on the screen. However, if such variable is included into the middle of the text of a crawl then the alteration of its values during the process of its output will lead to the repetition of the output of the whole line from its beginning.

Output of the text with images by the system

A special symbol which refers to static or dynamic image can be entered into the text in foreground compositions. To insert such a symbol it is necessary to include "**\picture(full_name_file)**" into the text (the name of the first file of animation sequence). This can be done with the help of [%] button and **Picture** command which shows the window of the input of file name.

Style of the text: Font

The parameter sets the style of the text formatting which is chosen from the pulldown menu. Every style in the list has been exported in the *Alpha Pro* program with the help of **Character/Export Style** command. Such styles are kept in the **Fonts** subdirectory of *Alpha Pro* program and **TELE** system directory.

This parameter sets the style of the whole text. If a specific part of the text needs its own style, it can be arranged in a standard way – the "**\Style_part**" sequence is inserted in front of the corresponding text, and "**\Old_style**" – at the end. These styles must be exported in *Alpha Pro* program and to insert them in the text you need to use **Style** sub-item of the menu opened by [%] button.

Speed of gradual output of the text: Fade

A text in a composition may appear not at once but gradually like in *Fade* effect for the script pages of *Alpha Pro* program. For setting the speed of this display use a **Fade** combo box.

Value "0" corresponds to an immediate appearance of the text; other values set the

A layer with **Static** class object specifies the display of a static or dynamic text.

speed of its display, just like in the parameters for the effect output of the page script.

Layer parameters with a logotype (class object *Logo*)

A layer with a **Logo** class object specifies the display of a static or dynamic logotype.

**Image(s) of
static/dynamic
logotype:**
Picture

An image is specified with the help of **Picture** pulldown menu. If it is empty and/or a new image must be added to it, use the [...] button to the right of the menu, which opens the standard window for the selection of file name.

If the name of the file ends with numerals and the same directory contains other files that have the same name in the beginning and numerals at the end, which compose a numerical sequence, all these files will be considered an animation logotype and will be played in cycles.

One more value of the **Picture** field can be the variable of the %**LOGO** system. Through this variable a reference is made to the logo-image (static or dynamic), which must be displayed in this layer, while the selected composition is displayed above the text-banner block. Every element of such block may define its logo-image, which must change during the transition to the following element.

If the size of the images does not match the object rectangle, they are scaled in an appropriate way.

**Speed of gradual
output of the
logo:**

A logo in a composition may appear not at once but gradually like in *Fade* effect for the script pages of *Alpha Pro* program. For setting the speed of this display use a **Fade** combo box.

Fade

Value "0" corresponds to an immediate appearance of the text; other values set the speed of its display, just like in the parameters for the effect output of the page script.

Parameters of the layer with analogue clock (class object *Clock*)

A layer with class object **Clock** specifies the display of analog clock in the composition. This layer does not have specific parameters; the analog clock is defined by the object parameters.

**Location of the
files of images of
hands on a clock:**
Clock location

The location of the clock hands files is specified with the help of **Clock location** pulldown menu. If it is empty and/or a new clock must be added to it, use the [...] button to the right of the menu, which opens the standard window for the selection of file name.

All the selected directories with clock hands files are stored in the system and are later included in this menu.

Parameters of the layer with crawl (class object *Crawl*)

A layer with class object ***Crawl*** specifies the output of a crawl in the composition. The crawl is displayed inside the rectangle of an object above all layers of the composition placed underneath. The speed of the output is set by ***Speed*** option.

Text style:
Font

This parameter defines the text design style, which is selected from the pulldown menu. Every style in the menu has been exported in *Alpha Pro* program with the help of ***Character/Export Style*** command.

This parameter sets the style of the whole text. If a specific part of the text needs its own style, it can be arranged in a standard way – the “\Style_part” sequence is inserted in front of the corresponding text, and “\Old_style” – at the end. These styles must be exported in *Alpha Pro* program and to insert them in the text you need to use ***Style*** sub-item of the menu opened by [%] button.

Text

In this field the text which will be displayed in the layer of the composition is entered. The text along with ordinary symbols may contain the variables of *Alpha Pro* program environment, which appear as “%Name_variable” (the name of a variable must not contain blank spaces).

Use of *Alpha Pro* environment variables in the text

As soon as the value of at least one of the variables included in the text changes, the output of a new line on the screen starts all over again. The new text is displayed in continuation of the previous one without waiting for the first one to finish output.

This allows to display the text in sentences, words and even separate letters. For this it is possible to enter the name of one variable in the ***Text*** field, all the rest depends on what values will be given to this variable and how often this will happen.

Speed of crawl output:
Speed

Speed pulldown menu serves to set the speed of crawl output. Speed of movement is defined by a conventional number (1" is the slowest movement).

Layer parameters with Picture-in-Picture scaling window (*Window* class object)

A layer with a ***Window*** class object defines scaling for all the lower layers of the composition along with video image from the played clips into the rectangle object. I.e., the *Picture-in-Picture* effect is produced and a static image from ***Picture*** field is used as the background (mandatory size 720x576).

Image(s) of static / dynamic background:
Picture

An image is selected with the help of a ***Picture*** combo box. If it is empty and/or a new clock must be added to it, use the [...] button to the right of the menu, which opens the standard window for the selection of file name.

If the name of the file ends with numerals and the same directory contains other files that have the same name in the beginning and numerals at the end, which compose a numerical sequence, all these files will be considered an animation logotype and will be played in cycles.

All the selected images are stored in the system and are later included in this menu.

A layer with a **Window** class object defines scaling for all the lower layers of the composition along with video image from the played clips into the rectangle object. I.e., the *Picture-in-Picture* effect is produced and a static image from **Picture** field is used as the background (mandatory size 720x576).

24 bits *TGA* files, 720x576 pixels in size, or animations in LOGO format are used for background images. Part of the background image corresponding with the object rectangle is replaced with a scaled image of lower layers.

A flag for enabling the scaling:

Scale

This flag is ticked by default on and the scaling of lower layers together with the video image is produced. However, if the video image is created in a way that it has to be displayed strictly in the defined part of the screen and the scaling is already made, then it is simply required to trim the unnecessary edges and place it above the necessary background. In this case the **Scale** flag should be removed.

In addition, *special* and *reserved* clips (see below) are scaled for the required size at the stage of their intake and recording on the hard disk. In this case the value of the **Scale** flag is ignored and scaling is always enabled.

Layer parameters with arbitrary options (custom)

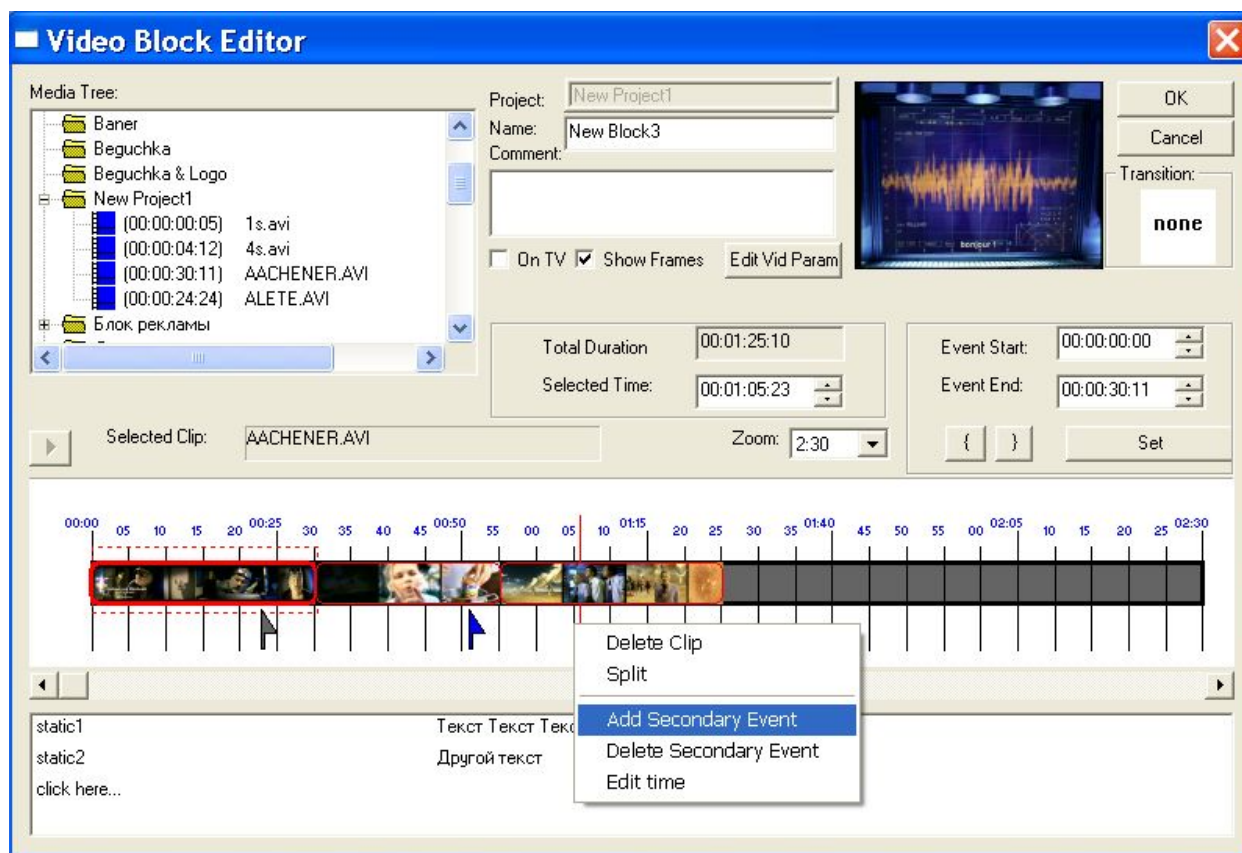
A layer with **Text3D** class object defines the output of crawl with 3D letters, which also revolve on their axes, into the composition.

This serves an example of extra objects, which can be built into the system and added by customer demand. In the future the system may feature other built-in objects.

Object and layer parameters

General parameters of this layer are similar to the layer with **Crawl** class object. Specific parameters are defined in the **Other Params** and **Other Layer Params** fields.

Secondary events



TELE system understands secondary events as a change in the current foreground composition object parameters indicated in the video block schedule during the process of its output on the air. The change of the object parameters leads to the secondary output of the foreground composition. I.e., along with the primary output of the video block at a definite time a secondary output of altered objects of the composition over the clips of the video block takes place.

Secondary events line

Secondary events line is located under the clips bar in the video blocks editor and is connected with it. Secondary events are presented in the form of flags, the left edge of which corresponds to the time of the beginning of an event from the beginning of the whole block. The current (selected) secondary event is marked by a blue flag.

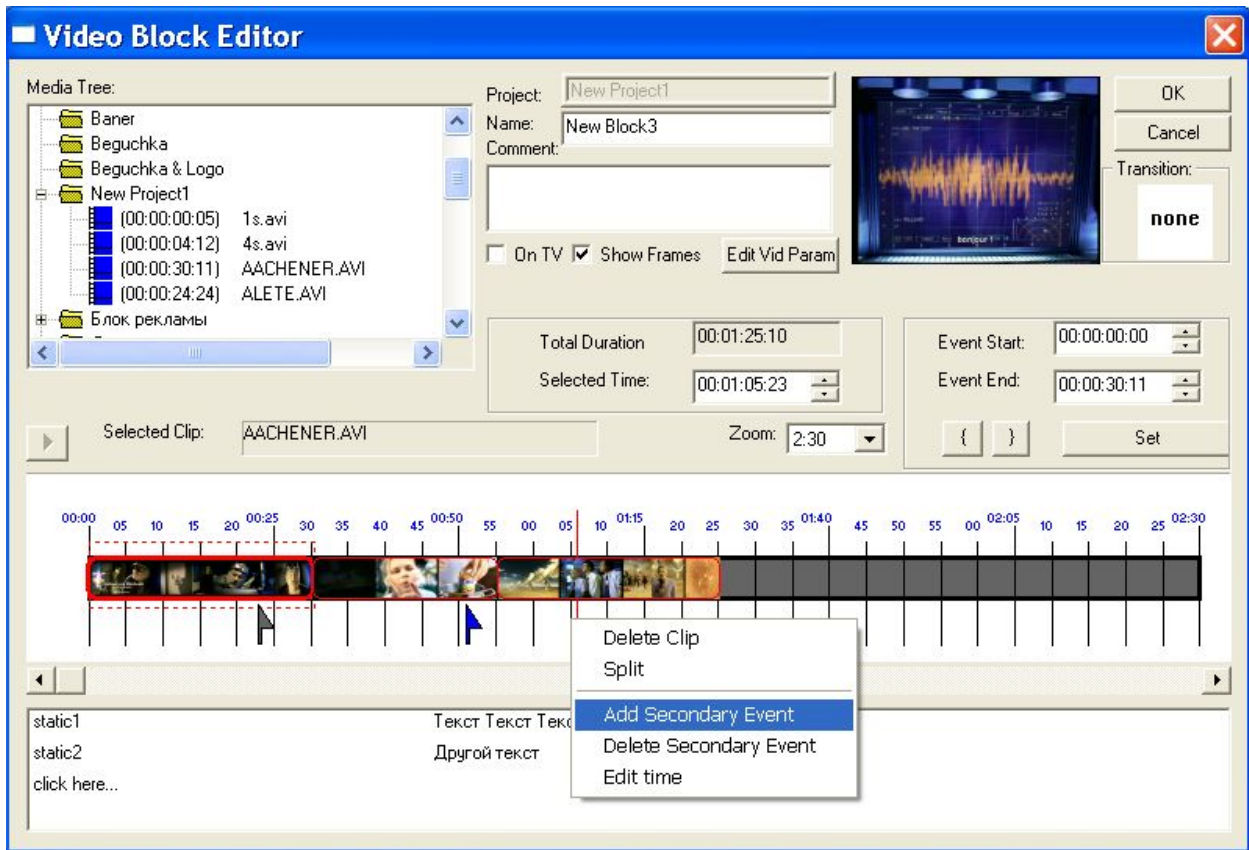
Contextual menu of the secondary events line

The context menu appears in the window of the secondary events line by clicking the mouse right button. It contains the following commands:

- **Delete Clip** – delete the current clip from the block;
- **Add Secondary Event** – add a secondary event in the current position inside a video block – **Selected Time**;
- **Delete Secondary Event** – delete a current secondary event;
- **Edit time** – change the time of start of the current secondary event.

List of secondary event objects

Every secondary event has its list of objects of *TELE* system, the value of the main variable of which changes during its start. Under the line of secondary events in the video block editing window there is a window in which the list of such objects for the current event is shown.



The list consists of lines that feature a dropdown menu of available at the moment objects of *TELE* system, which are used at least in one foreground composition. The first element in the dropdown menu has an empty value which corresponds to the lack of change in an object.

To the right of the object name there is a field, where you can enter a new text value for the main object parameter (without quotes). This is generally a value of the line of object text, but it can also be a name of the file, like it done for the **Logo** class, etc.

How does it work during the schedule playback

During the adding of the video block in the schedule a specific foreground composition containing some objects with their initial parameters may be assigned to it in **Logo** column.

During the process of the output of the video block at the time of the secondary event the change of the main parameter of every of its object takes place. If these objects are part of the composition, then it is displayed again in accordance with the new values of the parameters.

When there are objects with rotation in a composition

If there are objects subject to rotation in a composition then the change of such parameters in secondary events created on a line are ignored but they create extra secondary events which are not displayed on the line. During these invisible events mixed with a certain interval an automatic change of parameters of objects with rotation takes place.

Rotation

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...

Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00
Secondary:	
Secondary Object	
Text	
Load Text...	
Insert Template...	

Objects of the foreground composition, except the *Clock* and *Window* class, may be subject to rotation. This means that during their output according to certain rules, the system will substitute the values of certain variables in them. In object of *Logo* class the reference to a file or logo files is altered, in the rest – the displayed text. The value of these parameters set for the object in a certain layer of the composition is ignored while the rotation is enabled.

During the description of rotation process for the object all its possible values and rules for display are specified:

- **How many times** – a maximum number of displays of a given value of the object (may be infinite);
- **Number of displays** – the number of times the given value of the object was broadcasted;
- **Duration** – the duration of performance of a given value of the object.
- **Start, End Date** – dates of start and end of the output of a given value of the object;
- **Start, End Time** – admissible time of output of a given value of the object (one for all days).

During the output an object with rotation into the foreground composition the system sorts out all possible values of the object, starting with the first one, as they are specified in the description of rotation. If the value can be displayed, it is displayed, if not, the system moves on to the next one, etc. If there are no acceptable values left, the display is not performed.

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...

Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00

Secondary

Secondary Object

Text

Load Text...

Insert Template...

The value of the object may not be displayed due to the following reasons:

- The number of displays of a given value of the object - **Number of displays**, has already reached the maximum (**How many times**);
- Current time and date of the output in **TELE** system (this is not necessarily the current computer time) does not fit into the interval set by **Start/End Date** and **Start/End Time** parameters.

Concerning the last limitation, it is necessary to add that it is used as an addition to the selection of foreground composition (logotype) which is implemented in the schedule. The location of the element in the schedule sets the system time for its output. And if some of the object values do not have to be displayed at that time, it is possible to create a different composition and include a different object in it, in the rotation of which unnecessary values are not included. However it may be inconvenient to create many similar compositions and objects, then it is better to use the condition of the value output according to time.

An object with rotation may be compared to a *secondary object*, which must have set values depending on what will be displayed in the main object.

Any object can be used as a secondary object, except **Window** and **Clock**. A secondary object must not be subject to rotation.

The specification of a secondary object allows to assign, for instance, a logotype for every text value and vice versa. And their output on the screen will be performed simultaneously.

The **Rotation** dialog window consists of three parts – at the top there is a general part, below – the window of input and editing parameters for rotation, at the bottom

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\Vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\Vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\Vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...

Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00

Secondary

Secondary Object	Text

Load Text... Insert Template...

in a separate frame – an input of connected values for secondary object.

At the top of a dialog window:

- **Object name** – name of object in reference order;
- **Class** – class of object in reference order;
- **Enable rotation** – flag of switching on/off of rotation for the object;
- **Update** – the key to update of data on the number of output of rotation values of object variable on air;
- **OK** – button to finish editing and save the input rotation parameters;
- **Cancel** – button to finish editing without saving changes in rotation parameters.

Text window is located below, all input values of rotation parameter with their attributes are displayed in lines (**How many times**, **Number of displays**, **Duration**, **Start/End Date/Time**).

In the window with the help of the cursor and the mouse left button it is possible to select the value to edit its text and parameters. The chosen line is highlighted in the window by an inverted background.

Take

The [**Take**] button above the window displays the selected value on the screen, the way it will be displayed in the edited foreground composition.

Add

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\Vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\Vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\Vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...	
Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00
Secondary	
Secondary Object	
Text	
Load Text...	
Insert Template...	

Adding a new rotation value for the object (at the bottom of the list) is realized with the help of **[Add]** button. A new created line has an empty variable value and other default attributes, the line is immediately selected for editing.

Delete

[Delete] button deletes selected value from the list.

Apply

[Apply] button assigns entered rotation parameters to a selected element in the list. This happens automatically during the selection of another line in the list of values.

Import

[Import] button installs several rotation values of the object from a text file giving them some values of attributes by default.

Clear finished

[Clear finished] button deletes the lines that reached the maximum acceptable number of displays.

Text

Under **Text** window there is one more window with a similar name for the input and editing of a selected value of the object. This window is available for editing only if the object has a corresponding class— **Static**, **Crawl** or **3D Text**.

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...

Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00

Secondary

Secondary Object

Text

Load Text...

Insert Template...

During the editing it is possible to perform regular operations using the *Clipboard* from *Windows* environment.

Load text...

It is possible to enter the value in the **Text** editing window not only from the keyboard but also from a text file having selected it with the help of [**Load text...**] button.

%

[**%**] button allows to enter special sequences in the text, which set the value of variables of *TELE* system, change the symbol style and image inserts.

Picture

If rotation is set for the object of **Logo** class, then the rotation value is the name of the image file (or name of the first file of images for the dynamic logo), it is set with the help of the **Picture** dropdown menu.

If the list is empty and/or a new image must be added to it, use the [...] button to the right of the menu, which opens the standard window for the selection of file name.

If the name of the file ends with numerals and the same directory contains other files that have the same name in the beginning and numerals at the end, which compose a numerical sequence, all these files will be considered a dynamic logotype.

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...	
Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00
Secondary	
Secondary Object	
Text	
Load Text...	
Insert Template...	

All the selected images are stored in the system and are later included in this menu.

Number of displays

The field which shows the number of displays of the particular rotation value on air. This parameter automatically increases by one with every case of display of a given object value on the screen. This field is available for editing which allows to edit the number of displays manually.

Auto

The flag that sets the mode of automatic definition of output duration of a given rotation value of the object judging from the length of a line in the text and other object parameters. If the flag is deactivated, the duration is taken from the field ***Duration***.

Duration

Field for the manual input of the display duration of a given object value. This way, by having selected a relatively long output time it is possible to make the messages appear not more frequently than it is required.

Infinity

The flag which specifies the mode of infinite display of a given rotation value of the object, i.e. there are no restrictions on ***Number of displays*** parameter. If the flag is disabled, then the maximum number of display is taken from ***How many times*** field.

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\Vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\Vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\Vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...

Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00

Secondary

Secondary Object
Text
Load Text...
Insert Template...

How many times

The field for the input of a maximum number of displays of a given object value.

Always

The flag which specifies the mode of display of a particular rotation value of the object without the account of a current system time in *TELE* system. If the flag is deactivated, the acceptable time of the output on air is defined by **Start/End Date/Time** fields.

Start/End Date/Time

Fields which specify the acceptable time of output of a given object value on the air. The principle of limitation is that in a given calendar interval a value may be displayed only at a specified time period.

If something more complicated is required then it is possible to double the rotation value of the object by giving it a different interval etc.

At the lower part of **Rotation** window there are fields for the selection of a secondary object and indication of its values connected with every line of **Text** field.

Secondary object

A dropdown list where you can select one of the objects of *Static*, *Crawl*, *3D*

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\Vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\Vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\Vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...

Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00

Secondary

Secondary Object	Text

Load Text... Insert Template...

Text or **Logo** class already registered in the system as a secondary object. A selected object must not be subject to rotation.

Depending on the class of a selected secondary object **Text** or **Picture** fields located below become available for input and editing.

Text

The window for the input and editing of a text value of the secondary object connected with a highlighted rotation line is located below. This window is available for editing only if the object has a corresponding class— **Static**, **Crawl** or **3D Text**. During the editing it is possible to perform regular operations using the *Clipboard* from *Windows* environment.

Load text...

It is possible to enter the value in the **Text** editing window not only from the keyboard but also from a text file having selected it with the help of [**Load text...**] button.

%

[**%**] button allows to enter special sequences in the text, which set the value of variables of *TELE* system, change the symbol style and image inserts.

Picture

If a secondary object is a **Logo** class object, then the value connected with it is

Rotation: vchatlogo (logo)

Object name: vchatlogo Import Clear finished Take ☒ Enable rotation ☐ Auto Delete Finished Cancel OK

Text	Secondary	How Many Times	Displayed	Duration	Start Time	End Time
C:\vchat\Axel-F.TGA		INFINITE	96	10	00:00:00	23:59:59
→ C:\vchat\Grim Bros..TGA		INFINITE	96	10	00:00:00	23:59:59
C:\vchat\X-mode.tga		INFINITE	94	10	00:00:00	23:59:59
✗ Click here...						

Insert Template...	
Picture	Axel-F.TGA
Auto	<input type="checkbox"/>
Always	<input checked="" type="checkbox"/>
Infinity	<input checked="" type="checkbox"/>
Start Date	01/01/00
End Date	01/01/00
Start Time	00:00:00:00
End Time	23:59:59:00
How Many Times Planned	200001
How Many Times Displayed	96
Duration	00:00:10:00
Secondary	
Secondary Object	
Text	
Load Text...	
Insert Template...	

the name of image file (or the name of the first image file for the dynamic logo), it is selected with the help of the ***Picture*** dropdown list.

Chapter 3. Schedule compilation and editing

General description

TELE system database stores the broadcasting schedules of clips and blocks for the present day and also for any other day before or after today's date. Every schedule can be selected for editing and/or playback in the system regardless of the present date on a computer. Schedule editing can be performed simultaneously with the playback.

The date of the edited schedule – **Edit** and of the played back one - **Play** is indicated in the right hand corner of the program window. During the program launch the current date schedule is opened, to move to the schedule of another date you can use a standard *Windows* environment calendar. You can open it by pressing the button with a down arrow to the right of the value of the corresponding field.

The *TELE* system schedule looks like a table, the lines of which contain clips, blocks and special elements: **Anchor**, **Stop Anchor** and **Empty Block**.

An empty block corresponds to the time when the input video signal is sent to the output with an option to overlay a foreground composition (logotypes, clock etc.) over it. During the playback of an empty block, a sound signal sent at the *Line In* input of the sound card is sent to its *Line Out* output without alterations. You can set a profile of video signal switching for an empty block (see below the description of **Profile** field), which is performed at the moment of its playback.

Anchors – are lines in the schedule which are attached to their time and it is impossible to move them in the schedule during the process of editing. Anchor is used so that when the lines are added or deleted, not all elements of the schedule but only closest to the added or removed one will shift. I.e., an anchor does not permit the lines, which are located below it in the schedule, to shift in time if the editing is done in the space above the anchor. Anchors are used as delimiters for commercials and broadcasting breaks.

In front of the anchor there is always an empty block, possibly even of a zero duration. It cannot be deleted or substituted by a clip or a block.

The purpose of a stop-anchor is that when it is reached, the playback of the schedule is stopped.

Schedule table contains the following columns:

- **Time** – start time (of playback) of a table line in "*HH:MM:SS:FF*" format. For clips and blocks the end time is indicated directly under the start time.
- **Name** – name of a clip or a block and its commentary. For a block and clip of **Video** type an icon of its first frame can be shown on the right in a column, if the mode of their display in schedules **Schedule/Show icons** is enabled. For stop-anchor value "**Stop**" is used.
- **Type** – type of a table line. Besides special values: **Empty Block** – for an empty block, and **Anchor** – for anchor and stop-anchor, the type of clip or block located in this line is shown here. During the playback of a schedule line the inscription "**playing**" is displayed in red under the type.
- **Duration** – duration of a time period corresponding to the line in "*HH:MM:SS:FF*" format. Here the duration of a clip or a block is displayed,

TELE system database stores the broadcasting schedules of clips and blocks for the present day and also for any other day before or after today's date. Every schedule can be selected for editing and/or playback in the system regardless of the present date on a computer. Schedule editing can be performed simultaneously with the playback.

duration of the anchor always equals zero. During the playback of a given line of the schedule time is displayed under duration in "*HH:MM:SS:FF*" format in red color indicating the time is left till the end.

- **Logo** – field for selection of the foreground composition used during the playback of this table line.
- **Profile** – field for selection of the profile defining the state of external switchers, mixers or transcoders.

Inserting clips and blocks in the schedule

Clips and blocks can be inserted in any place in the schedule thus shifting the time of start of the following lines (it increases by the duration of an added element) up to the nearest anchor. The time of anchor start and the elements following it in the schedule does not change. When the ending time of the element of the schedule turns out to be later than of the anchor following it, this element cannot be played, it is highlighted in light grey colour and a red "*Doesn't fit!*" sign is displayed on the place of the commentary.

Clips and blocks can be dragged by *Drag&Drop* method and be inserted in the schedule directly from the media tree. They are inserted in front of the schedule line above which the mouse left button was clicked. A bold vertical bar pointing at the place of insertion appears between the lines in the table. Clips and blocks are inserted in the same way in front of the current line of the schedule by using "*Add to schedule*" command of the contextual menu in the media tree.

Unfolded view of blocks in the schedule

A block in the schedule can be displayed in general view as a whole, or in unfolded view with indication of clips or elements included and their duration. In the latter case, during the playback of such block in the schedule, you can see which clip is being played at the moment and how much time is left until its ending.

In order to change the display view, a box with "+" and "-" sign is placed to the left of the block name in the schedule. By clicking on it with the mouse left button, it is possible to unfold or collapse the contents of the block.

Duration of special clips in the schedule

During the insertion of *special clips* in the schedule their length is so it will be able to fill the whole following empty block.

Highlighting lines of the schedule, copying them into Clipboard

To highlight a line in the schedule and make it active, press the mouse left button when the mouse cursor is pointing at it. The background of the highlighted line is coloured in blue. You can select several lines in the table while holding "*Ctrl*" button and highlighting several lines of the schedule, the active line will be the last of the selected lines. In a similar way to select several lines at once, use the arrow buttons on the keyboard while pressing the "*Shift*" button.

It is possible to delete (***Remove*** command) or copy into *Clipboard* (***Copy*** command) several lines at once.

Contextual menu of schedule lines

By clicking the mouse right button the contextual menu of the active line opens up. The context menu contains the following commands:

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- ***Clear*** – means a substitution of a current line of the schedule with a clip or a block with an empty block of the same duration.
- ***Remove*** – removes a line from the schedule and moves the following elements to an earlier time taking into consideration the emptied space in the schedule. All the following elements are moved up to the first anchor. Instead of moving the anchor, an empty block is created in front of it.

These commands do not affect empty blocks, but the application of ***Remove*** command to the anchor removes them from the schedule. If during the performance of these commands there are two empty blocks following each other then the first one in the schedule will "fill" the second one increasing its duration. This means that when it is necessary to create two empty blocks following each other with different foreground compositions or with profiles of external equipment, they must be separated by an anchor.

- ***Insert Empty Block*** – an empty block with duration indicated by the user is created. A newly created block is transferred to a position preceding the current schedule line.

You should pay attention – the insertion of an empty block shifts all the following elements up to the nearest anchor. If there is no empty block of a sufficient duration in front of an anchor, then the elements of the schedule placed in front of it will not fit in and will stop playing.

- ***Insert Anchor*** – an "anchor" element type is inserted, it is necessary to indicate its time in the edited schedule.
- ***Insert Stop Anchor*** – command similar to the previous one, except a stop-anchor is inserted.

You should pay attention – the anchor insertion may lead to the stop of playback of a clip or a block in the schedule, if the anchor falls within the corresponding time interval.

- ***Edit*** – command applicable to blocks, clips and anchors. For clips and blocks it opens a corresponding dialog window for prompt edit. You can edit the duration of empty blocks and the time of the anchors.
- ***Copy*** – command of copying of schedule highlighted lines into the *Clipboard*.
- ***Paste*** – command of insertion of schedule lines from the *Clipboard* to a position in front of the current element of the table.
- ***Play current*** – command launches the playback of the current element of the schedule (only one element).
- ***Start playing from current*** – command launches the playback of the schedule starting with its current line. The command may be executed by

TELE system database stores the broadcasting schedules of clips and blocks for the present day and also for any other day before or after today's date. Every schedule can be selected for editing and/or playback in the system regardless of the present date on a computer. Schedule editing can be performed simultaneously with the playback.

pressing "space" button.

The modes of schedule playback are described in more detail in chapter 4 below.

- ***Set Logo to ...*** – command of assigning a foreground composition (logotype) to a group of highlighted lines in the schedule. The logo of the first selected line is assigned to the rest.
- ***Set Profile to ...*** – command of assigning a profile to a group of highlighted lines in the schedule. The profile of the first selected line is assigned to the rest.

Changing the duration of an empty block: *Edit*

It is possible to change the duration of an existing empty block in the schedule. To do so, click the mouse left button in the field of its duration (column ***Duration***). After this the field will be coloured white and the duration of the block will become available for editing. To finish editing and entering all the changes, click the mouse outside the duration field. The change of duration is fully equivalent to the deletion of an empty block and insertion of a new one (with a different duration) into the same place.

To change the duration of an empty block you can also use ***Edit*** command of contextual menu of schedule element.

Changing the anchor time: *Edit*

It is possible to change the time of an existing anchor in the schedule. To do this, click the mouse left button in the field of its time (column ***Time***). After this the field will become white and the time of anchor will become available for editing. To finish editing and making alterations, click the mouse outside the time field.

Time change of the anchor shifts not just the anchor itself, but of the following elements of the schedule up to the first empty block as one single entity. This may result in schedule elements not fitting into an appropriate empty block in a new position, and so the system will not broadcast them.

To change the time of the anchor you can also use ***Edit*** command of the contextual menu of the schedule element.

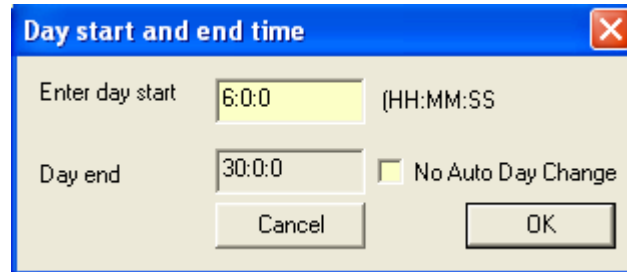
Setting the schedule start time:

Settings/Edit day start and end time

Every schedule lasts exactly 24 hours, however the time of its start may not coincide with the start of a natural day – 0 hours. It is important to set the time of transition to the following schedule (***Day Start***) correctly so that the playback of a clip or a block will not start in one schedule and finish in the next.

The time of transition to a new schedule is set through the ***Settings/Edit day start and end time*** item of the menu, usually the night maintenance break time is used for it. The time of transition is entered in the ***Enter day start*** field in "HH:MM:SS" format. The time of the start of schedule + 24 hours is displayed in the ***Day end*** field.

TELE system database stores the broadcasting schedules of clips and blocks for the present day and also for any other day before or after today's date. Every schedule can be selected for editing and/or playback in the system regardless of the present date on a computer. Schedule editing can be performed simultaneously with the playback.



After the change of transition time to a new schedule it is required to restart *TELE* system and perform the command of clearing the editing schedules through the ***Schedule/Clear*** menu item.

Clearing the schedules in the database:

*Schedule/Clear,
Clear old
schedules*

Schedule/Clear command deletes all the elements of the schedule and divides it into 24 empty time blocks alternating them with anchors, which correspond with the start of every hour in the day (as it happens at the beginning of editing).

In addition, this command must be executed after the change of the day starting time - ***Settings/Edit day start and end time*** and the restart of the system following it.

The purpose of ***Schedule/Clear old schedules*** command is to optimize the schedule database in order to decrease its size and avoid extra verifications of correct entry of blocks and clips in the schedules. This command clears everything that precedes the date of played and/or edited schedule.

Saving and loading anchors in the schedule:

*Schedule/Save
Anchors,
Schedule/Load
Anchors*

Schedule/Save Anchors command saves the anchors of edited schedules in the form of a text file. With the help of ***Schedule/Load Anchors*** command it is possible to load the saved anchors in the schedule (before this, the schedule is automatically cleared by the system).

Loading anchors in the schedule from Microsoft Excel:

*Schedule/Load
Anchors from
Excel*

Schedule/Auto Delete Old Schedules option activates the automatic deletion mode for all the elements in the old schedules. This eliminates the need to perform the ***Schedule/Clear old schedules*** command each time manually.

Automatic cleanup of old schedules:

*Schedule/Auto
Delete Old
Schedules*

TELE system database stores the broadcasting schedules of clips and blocks for the present day and also for any other day before or after today's date. Every schedule can be selected for editing and/or playback in the system regardless of the present date on a computer. Schedule editing can be performed simultaneously with the playback.

Enabling the mode of clips and blocks icons display in the schedule:

Schedule/Show icons

Schedule/Show icons option enables the display of icons (first frames of video clips and video blocks) in the schedule lines.

Saving and loading the schedule::

File/Export schedule, File/Import schedule

File/Export schedule command saves the edited schedule in the file; ***File/Import schedule*** command loads it. During the loading, the correctness of references in the schedules to clips and video blocks, logotypes and profiles in the project tree is checked. To move the whole schedule to another day, it is necessary to use **Copy/Paste entire schedule**.

Assigning compositions-logotypes to the schedule elements

The foreground composition created and registered in the ***Logotypes*** folder on the media tree can be assigned to every element of the schedule (except anchor) in ***Logo*** column.

Initially, depending on the type of the clip or block and the element of the schedule, a default logotype is assigned to it according to the rules of the ***Settings/Default profiles & logotypes*** menu item. A dialog window for defining the default profiles and logotypes is described below.

To select, use the contextual menu by clicking the mouse **left** button in ***Logo*** column of the schedule element. In the bottom part of this menu the names of all registered compositions-logotypes are listed. The absence of a logotype in the list is selected by choosing **(no logo)**, the default value of the logo is **(default:<name of logo>)**.

Once the logo has been selected, its name is indicated in the ***Logo*** column, if it absent, then the corresponding square is empty. The name of the default logo is displayed in grey colour in the column.

There are other commands in the contextual menu apart from the list of the logotypes:

- ***Edit Logo*** – command for editing the logotype of a schedule element;
- ***Add Logo*** – command for creation of a new foreground composition and assigning it to the element of the schedule;
- ***Populate Logo*** – command for "duplication" of a logo for highlighted elements of the schedule. The logo is taken from the first element of the

The foreground composition created and registered in the **Logotypes** folder on the media tree can be assigned to every element of the schedule (except anchor) in **Logo** column.

Initially, depending on the type of the clip or block and the element of the schedule, a default logotype is assigned to it according to the rules of the **Settings/Default profiles & logotypes** menu item. A dialog window for defining the default profiles and logotypes is described below.

To select, use the contextual menu by clicking the mouse **left** button in **Logo** column of the schedule element. In the bottom part of this menu the names of all registered compositions-logotypes are listed. The absence of a logotype in the list is selected by choosing **(no logo)**, the default value of the logo is **(default:<name of logo>)**.

Once the logo has been selected, its name is indicated in the **Logo** column, if it absent, then the corresponding square is empty. The name of the default logo is displayed in grey colour in the column.

highlighted segment.

If one logo is assigned to the schedule elements in succession, the transition between them during playback happens smoothly and unnoticeably, as if these elements comprise an integrated whole. I.e., the elements of the schedules are played in their turns and the logo is displayed by the system independently.

The output of the **SC** type foreground composition over the clips and blocks is a special case. The rectangles of composition objects should not intersect with the activity area of the effects of *Alpha Pro* program script pages.

The clips and blocks of **SC** type cannot have their own audio track and the output of logotypes over them at the same time.

Assigning the profiles controlling the equipment of schedule elements

The profile controlling the equipment created and registered in the **Profiles** folder on the media tree can be assigned to every element of the schedule (except anchor) in **Profile** column.

To select, use the contextual menu by clicking the mouse **left** button in **Profile** column of the schedule element. In the bottom part of this menu the names of all registered profiles are listed. The absence of a profile in the list is selected by choosing **(no profile)**, the default value of the profile is **(default:<name of profile >)**.

Once the profile has been selected, its name is indicated in the **Profile** column, if it absent, then the corresponding square is empty.

There are other commands in the contextual menu apart from the list of profiles:

- **Edit Profile** – command for editing the profile of schedule element;
- **Add Profile** – command for creation of a new profile and assigning the schedule to its element.

The profile controlling the equipment created and registered in the **Profiles** folder on the media tree can be assigned to every element of the schedule (except anchor) in **Profile** column.

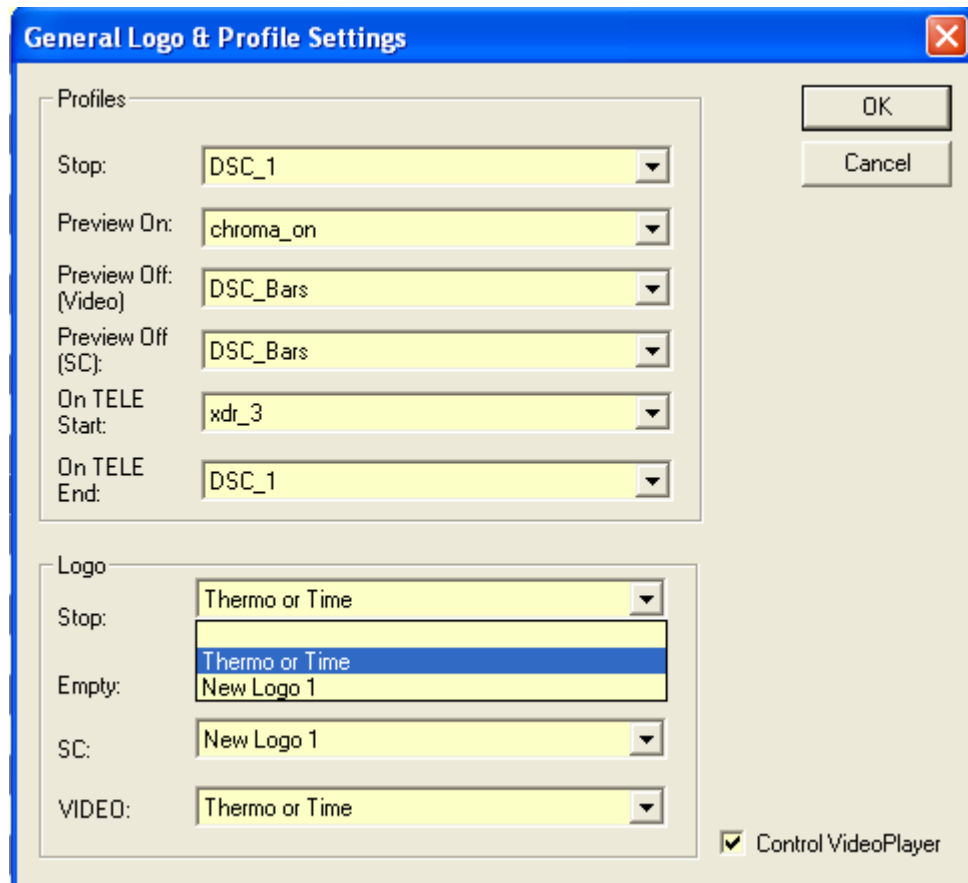
To select, use the contextual menu by clicking the mouse **left** button in **Profile** column of the schedule element. In the bottom part of this menu the names of all registered profiles are listed. The absence of a profile in the list is selected by choosing **(no profile)**, the default value of the profile is **(default:<name of profile >)**.

Once the profile has been selected, its name is indicated in the **Profile** column, if it absent, then the corresponding square is empty.

Actions assigned by the profile are performed before the playback of the corresponding element of the schedule. If the profile for the element is not indicated, no actions will be carried out and the external equipment or the video board will remain as is. This means that it is not necessary to set a proper profile for every element in the schedule. However, if a playback of part of the schedule from the middle is required, it is necessary to assign the corresponding profiles to all played elements, from which the playback can start.

Defining default profiles and logotypes

Defining the default profiles and logotypes for the elements of the schedule, including during the change of system work mode, is performed through the **Settings/Default profiles & logotypes** menu item. After selecting this item, **General Logo & Profile Settings** dialog window is opened, where the default profile or a logo is assigned depending on the type of the clip, block, or element of the schedule, as well as the pattern of the change of system work mode.



The media tree for the selection of a profile or a logotype in **Logotypes** and **Profiles** folders is displayed on the right in the dialog window. Having chosen a profile or a logotype in the tree folder it is necessary to press [**<-Set**] key to the right of the field which has to be defined. [**Clear**] key clears the value of the corresponding field.

The change of the logotype value by default leads to its substitution in all elements of the schedules of corresponding type or clip (block) type in them.

OK

Editing finishes by clicking [**OK**], all assigned profiles and logotypes will be set to the corresponding elements of the schedules.

Cancel

Editing finishes by clicking [**Cancel**], changes are not saved.

Defining the default profiles and logotypes for the elements of the schedule, including during the change of system work mode, is performed through the **Settings/Default profiles & logotypes** menu item. After selecting this item, **General Logo & Profile Settings** dialog window is opened, where the default profile or a logo is assigned depending on the type of the clip, block, or element of the schedule, as well as the pattern of the change of system work mode.

Profiles-group:
Profiles

When indicating a profile in the fields of this group, the system, instead of standard video signal commutation operations on the output card, performs the operations assigned by the profile.

Stop

Profile used during the performance of **Stop** command in the system

Preview On

Profile used for activation of the **Preview Only** mode or reset of the **On TV** mode.

Preview Off (Video)

Profile used for activation of the **On TV** mode for watching the video files of clips and blocks during editing.

Preview Off (SC)

Profile used for activation of the **On TV** mode for watching the blocks and clips of **SC** type while defining their duration and editing.

Logotypes-group:
Logo

While indicating a logotype in the fields of this group the system assigns it to the elements in the schedule, to which it was assigned by default. The assignment depends on the type of clips and blocks, as well as the type of the schedule element. In addition, there is an option to output the logo when the schedule is not played – **Stop** mode.

Stop

Logotype displayed by the system at the transition of the system into the **Stop** mode, when the schedule is not played.

Empty

Logotype assigned by default to the **Empty** type empty elements of the schedule.

SC

Logotype assigned by default to the elements of the schedule containing clips or blocks of **SC** type, and also to the clips of **444** type and text-banner blocks.

VIDEO

Defining the default profiles and logotypes for the elements of the schedule, including during the change of system work mode, is performed through the **Settings/Default profiles & logotypes** menu item. After selecting this item, **General Logo & Profile Settings** dialog window is opened, where the default profile or a logo is assigned depending on the type of the clip, block, or element of the schedule, as well as the pattern of the change of system work mode.

Logotype assigned by default to the elements of the schedule containing clips or blocks of **Video** type.

Creating and editing the profiles of equipment control

Name and the class of profile objects

One profile can control not only one, but several devices. There is an option of creating objects of one and/or several classes. Every object of the profile has a unique name, its class defines the type of equipment directed by it, it is supported by a special program module included in the *TELE* system package. This module processes the change of object parameters of its class only and thus defines the name of the class. This way, *DSC* transcoders and switchers are controlled by the objects of “*dsc*” class etc.

It is possible to create objects of personalized classes, however, it is important that new names are not identical with the existing names of classes and objects of the profiles and foreground compositions.

The screenshot shows the 'Profile Item Editor' dialog box. It has a title bar with the text 'Profile Item Editor' and a close button (X). The dialog contains the following fields and controls:

- Class:** A text box containing 'Test2'.
- Object Name:** A text box containing 'Noname1'.
- Object** section (enclosed in a box):
 - Params:** A text box containing 'type=2'.
 - Delay:** A text box containing '0'.
- Params:** A text box containing 'param=1'.
- Input:** A text box containing '0'.
- On the right side, there are two buttons: 'OK' and 'Cancel'.

Inherent parameters of profile objects: *Object*

Every object of the profile is usually connected with specific video equipment, video card or their operational unit. This specific type (model) equipment is connected to a computer through a port (*COM*, *USB* etc), all this is defined in the *inherent* parameters of the object – **Params**. The parameters are displayed in the **name of parameter = value** format. If the value is a text, it appears in quotes ("...").

In addition, due to a difference in computers performance, it is necessary to choose the value of the delay between the commands to the equipment in msec – **Delay**.

An object can be used in several profiles, or several times in one profile, but every

Name and the class of profile objects

One profile can control not only one, but several devices. There is an option of creating objects of one and/or several classes. Every object of the profile has a unique name, its class defines the type of equipment directed by it, it is supported by a special program module included in the *TELE* system package. This module processes the change of object parameters of its class only and thus defines the name of the class. This way, *DSC* transcoders and switchers are controlled by the objects of “*dsc*” class etc.

It is possible to create objects of personalized classes, however, it is important that new names are not identical with the existing names of classes and objects of the profiles and foreground compositions.

time its inherent parameters stay the same, they are global and their change in one place has an effect on all the entries of the object in the profiles.

Parameters of profile elements

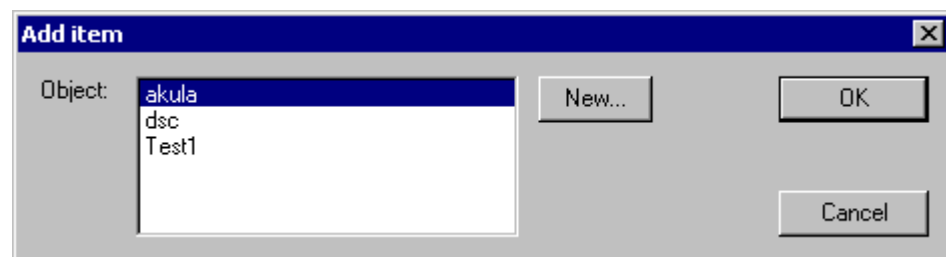
During each specific entry of the object in the profile (*Item – profile element*), in addition to the inherent parameters of the object, the parameters responsible for the change of the equipment condition are assigned - *Params*. Parameters are displayed in **name of parameter = value** format. If the value is a text, it appears in quotes (“...”).

The number of the input varies very often during the entries of the object into the profile, that is why this parameter is placed in a separate field - *Input*.

These parameters are local and may differ during each entry of the given object in different system profiles.

Objects of profile classes

The profile uses the existing objects of profile classes. If there are no existing objects, then during the editing of a profile it is possible to create them by pressing [*New*] key in the *Add Item* dialog window. An object usually corresponds to either the whole equipment or to its operational unit.

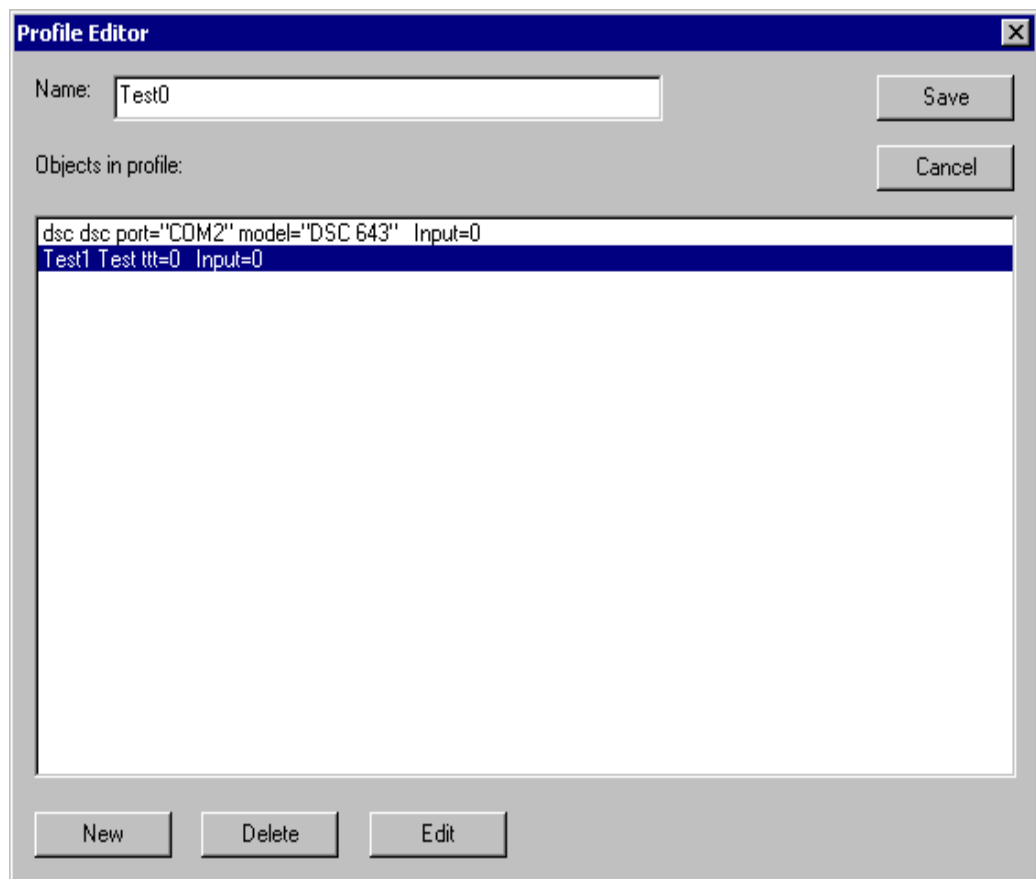
**Profile creation**

Addition of equipment control profile to *Profiles* folder on the media tree is performed by using the *Add Profile* item of the contextual menu of this folder. After selecting this menu item a dialog window of editing the profile - *Profile Editor* opens immediately. A default name of the profile is assigned at first, it can be changed later. The same window is opened for editing the parameters of the existing profile upon the selection of *Edit* item from its contextual menu.

Name and the class of profile objects

One profile can control not only one, but several devices. There is an option of creating objects of one and/or several classes. Every object of the profile has a unique name, its class defines the type of equipment directed by it, it is supported by a special program module included in the *TELE* system package. This module processes the change of object parameters of its class only and thus defines the name of the class. This way, *DSC* transcoders and switchers are controlled by the objects of “*dsc*” class etc.

It is possible to create objects of personalized classes, however, it is important that new names are not identical with the existing names of classes and objects of the profiles and foreground compositions.

***Name***

A unique name of the profile, which can be changed in any way.

Save

Editing finishes by pressing [**Save**] key, all entered parameters of the profile will be saved.

Cancel

Editing finishes by pressing [**Cancel**] key, all entered changes will be cancelled.

Window with profile objects:

In the ***Objects in profile*** window all the objects of the profile are presented in the order, in which the execution of operations assigned to them will be performed. Each

Name and the class of profile objects

One profile can control not only one, but several devices. There is an option of creating objects of one and/or several classes. Every object of the profile has a unique name, its class defines the type of equipment directed by it, it is supported by a special program module included in the *TELE* system package. This module processes the change of object parameters of its class only and thus defines the name of the class. This way, *DSC* transcoders and switchers are controlled by the objects of “*dsc*” class etc.

It is possible to create objects of personalized classes, however, it is important that new names are not identical with the existing names of classes and objects of the profiles and foreground compositions.

Objects in profile

line in the window corresponds to an object; it displays the object’s permanent parameters and the parameters of its current entry into the profile. These are: **name, class, permanent parameters, parameters of the object in the profile**. Parameters are entered in the **name of the parameter = value** format. If the value is a text, it appears in quotes (“...”).

To select the current object in the profile click on it the mouse left button. The line of the current profile object has a blue background.

New

Add the object into the profile after the current one (or to the bottom of the list). The dialog window **Add Item** is opened after pressing this key.

Delete

Delete the current input of the object from the profile.

If the deleted object is no longer used in any profile, it is deleted from the system completely. To avoid this it is possible to create a working profile where all the objects which can be used in the system are stored.

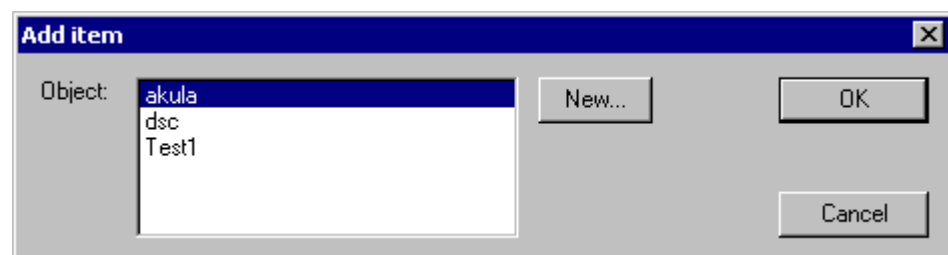
Edit

Open the window for editing the parameters of the current object and the parameters of its input in the profile – **Profile Item Editor**.

It is possible to edit inherent parameters of the profile object by placing it in a profile at the stage of its creation.

Dialog window of adding an object to the profile

After pressing the [*New*] key an **Add Item** dialog window appears with the list of profile objects created in the system. It is necessary to select an object in the list and press [*OK*].



Name and the class of profile objects

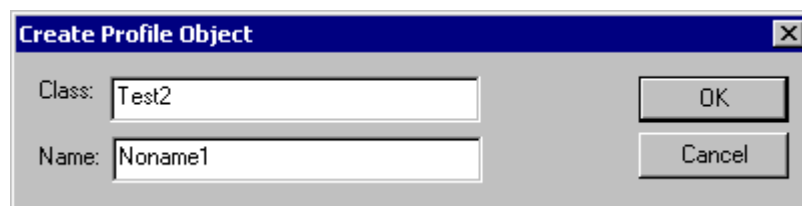
One profile can control not only one, but several devices. There is an option of creating objects of one and/or several classes. Every object of the profile has a unique name, its class defines the type of equipment directed by it, it is supported by a special program module included in the *TELE* system package. This module processes the change of object parameters of its class only and thus defines the name of the class. This way, *DSC* transcoders and switchers are controlled by the objects of “*dsc*” class etc.

It is possible to create objects of personalized classes, however, it is important that new names are not identical with the existing names of classes and objects of the profiles and foreground compositions.

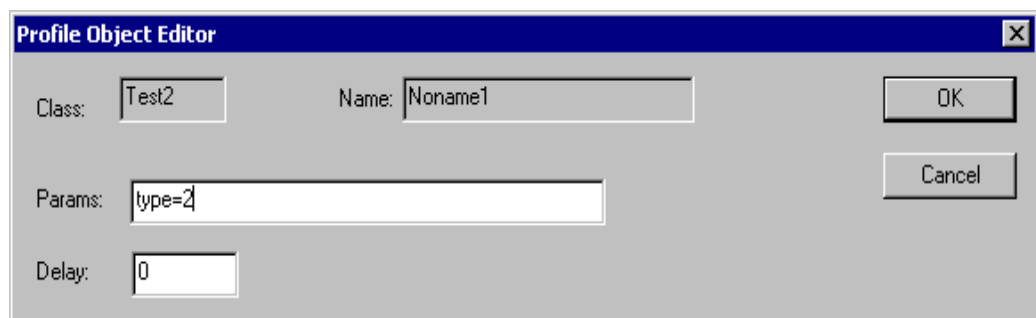
Next, a dialog window where you enter the parameters of the object entry into the profile (an element of the profile) appears (see below).

If the necessary object is not in the list, press [*New...*] button. Next, **Create Profile Object** window appears where you enter the class and name of the new object.

In the name field a new standard name is suggested, it can be immediately changed in a random way.



After pressing [**OK**] a dialog window **Profile Object Editor** appears where you enter the personalized object parameters (they are **the same** for all the object's entries in the profiles) in **Params** field.

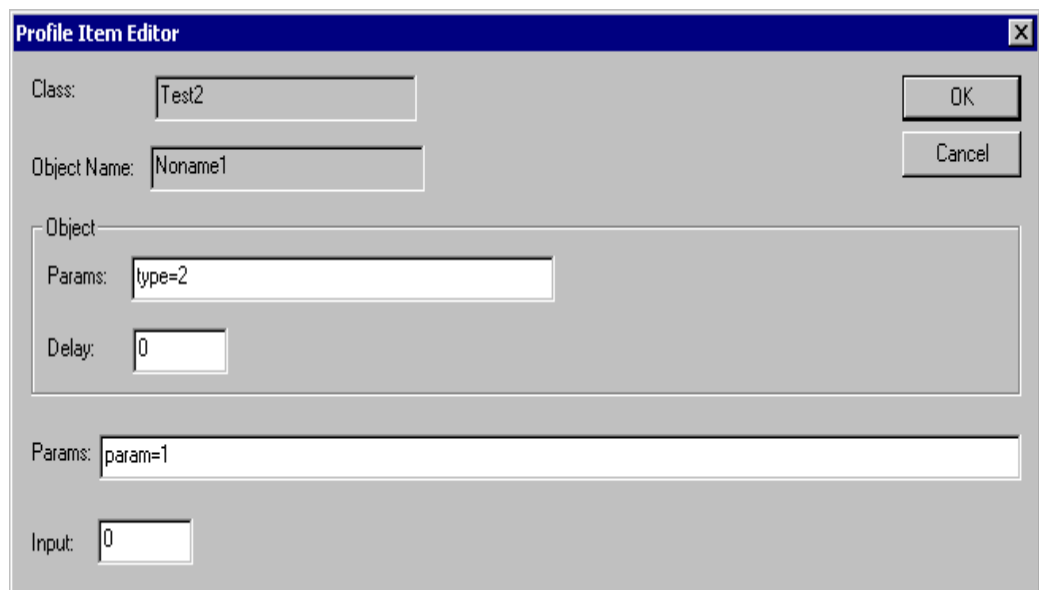


After pressing [**OK**], the dialog window **Profile Item Editor** for the input of the parameters of the profile element appears.

Name and the class of profile objects

One profile can control not only one, but several devices. There is an option of creating objects of one and/or several classes. Every object of the profile has a unique name, its class defines the type of equipment directed by it, it is supported by a special program module included in the *TELE* system package. This module processes the change of object parameters of its class only and thus defines the name of the class. This way, *DSC* transcoders and switchers are controlled by the objects of “*dsc*” class etc.

It is possible to create objects of personalized classes, however, it is important that new names are not identical with the existing names of classes and objects of the profiles and foreground compositions.



The screenshot shows a dialog box titled "Profile Item Editor" with a close button (X) in the top right corner. The dialog contains several input fields and two buttons. The "Class:" field is set to "Test2". The "Object Name:" field is set to "Noname1". Below these, there is a section labeled "Object" containing a "Params:" field set to "type=2" and a "Delay:" field set to "0". At the bottom of the dialog, there is a "Params:" field set to "param=1" and an "Input:" field set to "0". On the right side, there are "OK" and "Cancel" buttons.

After pressing [**OK**] a new profile object with its personalized input parameters is added to the system, and a new element is added to the edited profile.

Use the [**Edit**] button in **Profile Editor** window to edit the parameters of a new object and its entry in the profile.

Some tips on creation of schedules

Initially, the program divides the schedule into 24 hour-long empty blocks, alternating them with anchors, which correspond to the beginning of every hour in the day. However, most likely, this will not correspond with the real time marks of start and end of commercials, stills, etc.

At first it is necessary to delete all extra anchors which do not correspond to the broadcast schedule. This has to be done, because in the future they may interfere with the creation and playback of the schedule, as the clips and blocks will run against them and will not be played out by the system.

But this effect suggests that the anchors should be placed not only at the beginning of the blocks of commercials and stills, but also at the end. This allows to make sure that a commercial or a still will not exceed the time limits allocated for them on the air, during the creation of the schedule. When the ending time of the element of the schedule turns out to be later than of the anchor following it, this element cannot be played, it is highlighted in light grey colour and a red "**Doesn't fit!**" sign is displayed on the place of the commentary.

The schedule with arranged anchors can be copied into the Clipboard with the help of the **Edit/Copy Entire Schedule or Schedule/Save Anchors** menu command, and used as a template for other days. Although, after the loading, the times of some anchors might have to be corrected.

After creating a template with anchors and loading it into the schedule with the help of **Edit/Paste entire schedule** or **Schedule/Load Anchors** command, you can insert the opening stills and breaks, which are usually known and approved beforehand.

Pay attention during the input, if the durations of the stills vary (for instance, the duration of the whole block must be set), then it is better to create a separate clip or block for every use of such still. This will allow to select the durations of such displays independently, because its change in one place will lead to similar changes in other places where the same display is used.

The same refers to the case when the schedules are made for several days ahead. Stills, clips and blocks for each day should be located in separate folders in the media tree.

Opening stills and empty blocks can have corresponding values in **Logo**, **Profile** columns and save this schedule again as a different template, for instance, when on different days the schedule of advertising blocks and displays coincides.

As was mentioned above, the system works either in "insert" mode, i.e. full replacement of the pass-through video signal by the graphics of clips and blocks, or in the graphics overlay mode. In the first case, the pass-through sound is fully replaced as well, in the second case there can be several options (the sound is replaced only during the output of **SC/Audio** blocks). The transition from one mode to the other requires a change of video card condition, which may last for several frames. That is why it is undesirable to place clips and blocks which are displayed by the system in different modes one after another. Empty blocks with duration up to a second should be inserted between them. It can be done by adding the anchors with time shifted to 1 second after the end of the previous element of the schedule.

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But this effect suggests that the anchors should be placed not only at the beginning of the blocks of commercials and stills, but also at the end. This allows to make sure that a commercial or a still will not exceed the time limits allocated for them on the air, during the creation of the schedule. When the ending time of the element of the schedule turns out to be later than of the anchor following it, this element cannot be played, it is highlighted in light grey colour and a red "*Doesn't fit!*" sign is displayed on the place of the commentary.

The schedule with arranged anchors can be copied into the Clipboard with the help of the *Edit/Copy Entire Schedule or Schedule/Save Anchors* menu command, and used as a template for other days. Although, after the loading, the times of some anchors might have to be corrected.

According to stated above, the static opening and ending stills and captions in blocks of commercials should be created by converting the images into *AVI [MPG]*-files and inserting a sound track in them, if required.

Chapter 4. Schedule playback

General description

In the top right-hand corner of the *TELE* program window there are elements that control the schedule playout. The date of the played schedule is displayed in the **Play** field. During the launch of the program the schedule of the current date is selected, it is possible to choose a different schedule for playback in the window of the standard *Windows* environment calendar by pressing the button with a down arrow to the right of the value of the corresponding field.



Flag for output of preliminary preview window: *Video Window*

Flag **Video Window** switches on the mode of preliminary display of the contents of video clips and video blocks (together with the logotypes) in the window on the screen, 1-2 seconds before their real output on the air.

Flag for preliminary output of the schedule: *Preview Only*

Flag **Preview Only** activates the mode of preliminary preview, when all clips and blocks are displayed at the output of the preliminary preview of the video card (if it is provided), and the incoming signal is sent to the program output in an unchanged form. In a similar way, at the *Line Out* output of the sound card there is a signal from the *Line In* input. The playback of the files containing sound (422, AVI, MPG, WAV etc) is not reflected on the output of the sound card in any way.

If the preliminary preview mode is disabled, the full output of the video and audio signal is performed through the corresponding outputs of the video and sound card.


Modes and keys for schedule playback launch:



To launch schedule playback, you can use one of the three options:

- **Current Block** – playback starting with the line of the schedule highlighted at the moment;
- **System** – playback of the schedule according to the computer system clock;
- **Custom** – playback launch according to the time set by the user. In this case, it is necessary to enter the time in "HH:MM:SS:FF" format.

Playback in **Current Block** mode enables to select the required line of the schedule manually and to launch the playback starting with it. This is equivalent to the launch of the schedule in **Custom** mode when the start time of the corresponding line is set manually. These modes launch the playback in their 'own' time, which is different from the system time. This option is indispensable when the schedule of the output is shifted in time due to some reason.

The choice of options and launch of playback of the schedule in the corresponding mode is performed by pressing  button located in the line to the right of the name of the option. After the key is pressed it stays "stuck" and the caption above the key instead "Stopped" says "Playing schedule".

Auto launch of schedule

Settings\Play Schedule on program execution option controls the automatic launch of playback of the current date schedule in **System** mode after the program launch

In the top right-hand corner of the *TELE* program window there are elements that control the schedule playout. The date of the played schedule is displayed in the **Play** field. During the launch of the program the schedule of the current date is selected, it is possible to choose a different schedule for playback in the window of the standard *Windows* environment calendar by pressing the button with a down arrow to the right of the value of the corresponding field.



playback during the loading of *TELE* system:
Play Schedule on program execution

(i.e. judging by the readings of computer system clock).

Display of time, which corresponds to the moment of schedule playback

Time corresponding (depending on the mode) either to the current moment in played back schedule or the readings of a computer system clock is displayed below in big digits in "HH:MM:SS:FF" format. The colour of the digits corresponds to the condition of the playback. This way:

- **Red colour** – schedule is not played;
- **Blue colour** – schedule is played in **Current Block** or **Custom** mode;
- **Green colour** – schedule is played in **System** mode.

In addition, each mode has its own time displayed in front of ► buttons on the panel of the player. This way, the time corresponding to the current element of the schedule, with which the playback was started, is displayed in the **Current Block** line. The time of the computer system clock – in the **System** line, internal system time corresponding to the current moment in the played back schedule – in **Custom** line.

Playback of the current schedule or clip (block) element from media tree:

Play Current key plays back only **one** highlighted element of the schedule, i.e. the launch of the playback of the whole schedule is not performed.

The key is equivalent to the corresponding **Play** command of the contextual menu of the schedule element.

Play Current

Playback stop:
Stop

Stop key stops any playback in the system and transfers video and sound card to the pass-through channel mode.

Appendix 1. Classes of profile objects

DSC class

Personalized parameters Object of *dsc* class control the switching of modes on mixers and switchers of *DSC* type.

port

This parameter shows to which computer *COM*-port the device is connected. Thus it is necessary to specify **port=1** in the *Params* field when connecting to *COM1* port, and **port=2** when connecting to *COM2* port, etc.

Parameters of switching of inputs and modes

Input

The value of parameter *Input*, different from 0 specifies the switching of the input on the device. In the *Skins.ini* file the operations performed during the activation of a specified input correspond to the buttons of its computer panel named “**BtnTxt_XX =IN1**”, **IN2**, etc.

btnX

The activation of other modes on the devices is done by pressing the buttons. The description of these buttons is located in the *Skins.ini* file in the *TELE* system directory. The names of the buttons on the computer panels of the device correspond to the lines “**BtnTxt_XX =**”. Thus for the output of the test table from the device, it is necessary to specify **btn1=“BARS”** in the *Params* field, which corresponds to the “**BtnTxt_XX =BARS**” line of the file. In the *Params* field, it is possible to indicate a consecutive pressing of several buttons by specifying their names in the **btn1=, btn2=** form, etc.

XDR class

Personalized parameters Objects of *xdr* class control the switching of modes on transcoders of *XDR-ES* type of ITM company. The object does not have its own parameters. It is recorded in the system that the connection with the device is realized via *LPT1* port.

Delay

Parameters of switching of inputs - profiles

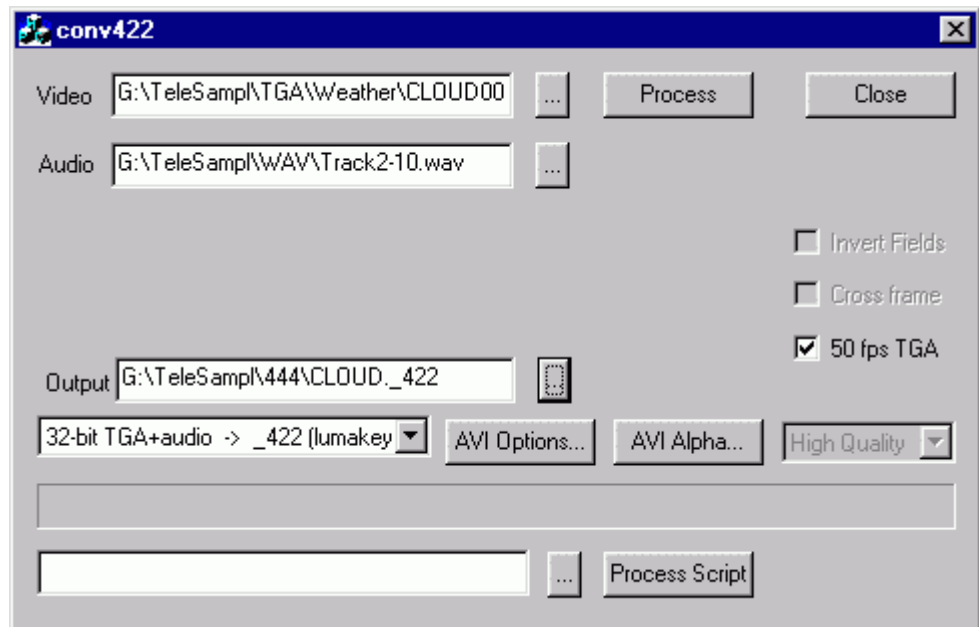
Input

The value of the *Input* parameter specifies the input of the profile from the internal memory of the transcoder with a corresponding number, which is equivalent to the pressing of the button on its front panel.

Appendix 2. File format conversion application conv422

TELE system along with the widespread video file formats uses special formats for graphics output without compression, with (or without) sound - **422**, graphics with alpha-channel - **444**, or with native *MJPEG*-coding – *MJPEG/MJPG5*.

Conversion is performed with the help of *CONV422.EXE* program.



Video

The name of the initial video file is entered in the **Video** field. If a whole chain of graphic files participates in the transformation, the name of the first of them with numbers at the end is entered in this field. In addition, the rest of the files located in the same directory and having numbers at the end of the name greater than the specified file, form a video sequence which is transformed into a video file.

Use the [...] button on the right, which opens the standard window for the selection of the file name with extension depending on the type of transformation (see below).

Audio

The name of the initial audio file, if it is required, is entered in the **Audio** field.

Use the [...] button on the right, which opens the standard window for the selection of the file name with *WAV* extension.

Output

The name of the created video file is entered in the **Output** field.

Use the [...] button on the right, which opens the standard window for the selection of the file name with extension depending on the type of

TELE system along with the widespread video file formats uses special formats for graphics output without compression, with (or without) sound - **422**, graphics with alpha-channel - **444**, or with native *MJPEG*-coding – ***MJPEG/MJPG5***.

transformation (see below).

Type of transformation

A dropdown menu with a possible choices of the transformation type is located below the **Output** field:

all -> DV, MJPEG, MJPG5, 422

Any initial video file or video sequence that has 24 *bit* 720x576 resolution is transformed into the output file (with or without sound), the format of which is defined by its extension. This is - *Uncompressed* (*.422), *MJPEG* 6.5MB/sec (*.mjp), *MJPG5* 3.6MB/sec (*.mj5) or *DV* (*.dv).

24-bit TGA -> 422/MJPEG

TGA-file sequence, which has 24 *bit* 720x576 resolution is transformed into the output file (with or without sound), the format of which is defined by its extension as indicated above.

24-bit AVI -> 422/MJPEG

Similar to the previous choice, except any *AVI*-file can serve as an initial file.

422/MJPEG -> RGB AVI (24-bit)

Any initial file of *Uncompressed* (*.422), *MJPEG* 6.5MB/sec (*.mjp) or *MJPG5* 3.6MB/sec (*.mj5) formats with or without sound, which has 24 *bit* 720x576 resolution, is transformed into the output *AVI*-file. In the output *AVI*-file a compression, which is set by [***AVI Options...***] button, can be used. This transformation helps the files, which are digitized with the help of ***Record*** function in *VideoPlayer* program, to be more compact and available for editing.

422 -> DV

An initial file of *Uncompressed* (*.422) format with sound that has 24 *bit* 720x576 resolution is transformed into the output file (*.dv) with *Native DV* compression and 3.6MB/sec stream, which can be used directly in the system.

32-bit TGA -> 444

The sequence of 32-byte *TGA*-files with alpha-channel is transformed into a video file without sound, with (*.444) extension.

32-bit TGA -> 32-bit AVI

The sequence of 32-byte *TGA*-files with alpha-channel is transformed into *AVI*-file (without sound). In the output *AVI*-file (for image and alpha-channel) a compression, which is set by [***AVI Options...***] and [***AVI Alpha...***] buttons respectively, can be used.

AVI+AVI -> 444

TELE system along with the widespread video file formats uses special formats for graphics output without compression, with (or without) sound - **422**, graphics with alpha-channel - **444**, or with native *MJPEG*-coding – **MJPEG/MJPG5**.

Two 24-bits *AVI*-files with their names entered in the **Video** and **Audio** fields, are transformed into a video file without sound, with (***.444**) extension. The first *AVI*-file defines the imaging, the second – alpha-channel.

32-bit TGA + audio -> _422 (lumakey)

The sequence of 32-byte *TGA*-files is transformed into the (***_422**) file with sound but without alpha-channel. The transparency in **_422**-files is set with the help of rear-projection based on the brightness channel in *LumaKey* imaging, the black spots are considered transparent.

Width and height of used images

If the images of *DV*, *MJPEG*, *MJPG5* or **422** formats are used in transformation, they cover the whole screen and the frames of the input files must have 720x576 pixels resolution. In other cases the size of initial frames may be smaller, they often will not cover the whole screen during their output.

Transformation options

Invert Fields

This flag activates the mode of fields' inversion if the images of *MJPEG*, *MJPG5* or **422** formats are used in transformation. In the resulting frames the odd and even lines change places.

Cross Frame

This flag activates the mode of **422/MJPEG -> RGB AVI (24-bit)** frame transposition in *AVI*-file during the transformation – the odd and even frames change places.

50 fps TGA

This flag indicates that the initial images were created in progressive scanning with frequency of 50 frames per second during the transformation from *TGA*-files or creation of **444**-files. I.e., every *TGA*-file contains twice as many lines and time-wise corresponds to one field in the video signal.

Compression of 444- files

During the creation of **444**-files you can indicate the type of their compression in the dropdown list below: **Uncompressed**, **High Quality** and **High Compression**. The first choice does not provide any compression, the output file will save the original quality, but at the expense of larger size. The last choice compresses the output file as much as possible, but with an inferior result compared to the original image. The second choice is a compromise between the first and the third – compression is used, but the quality of the image is not going down.

Any variant of compression increases the loading on the processor during the

TELE system along with the widespread video file formats uses special formats for graphics output without compression, with (or without) sound - **422**, graphics with alpha-channel - **444**, or with native *MJPEG*-coding – ***MJPEG/MJPG5***.

playback of such files by the system but decreases the requirements to the hard disk.

Launching transformation process:

Process

[***Process***] button launches the file transformation process, during which a horizontal indicator on the bottom will determine the extent of task completion.

Launching the transformation process in package mode:

Process Script

[***Process Script***] button launches the transformation of a group of files in a package mode. The list of input and output files is specified in a text file to the left of the button.

Use the [...] button on the right, which opens the standard window for the selection of the file name with *TXT* extension.

The current values of the transformation parameters are used before its launch.

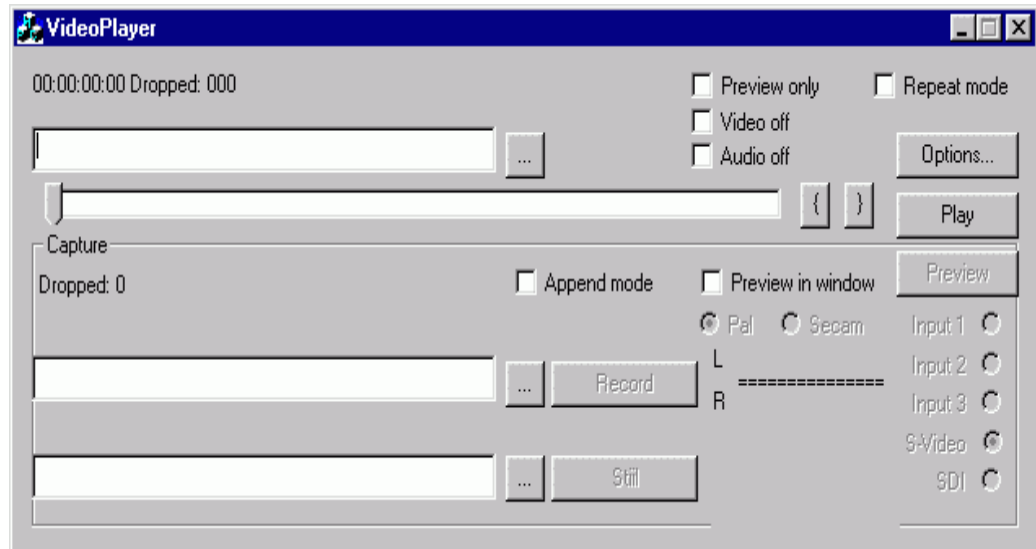
Exiting the program:

Close

[***Close***] button closes the program window. The type of transformation, which will be immediately restored at a new launch of the program, is stored.

Appendix 3. VideoPlayer – Clip playback application

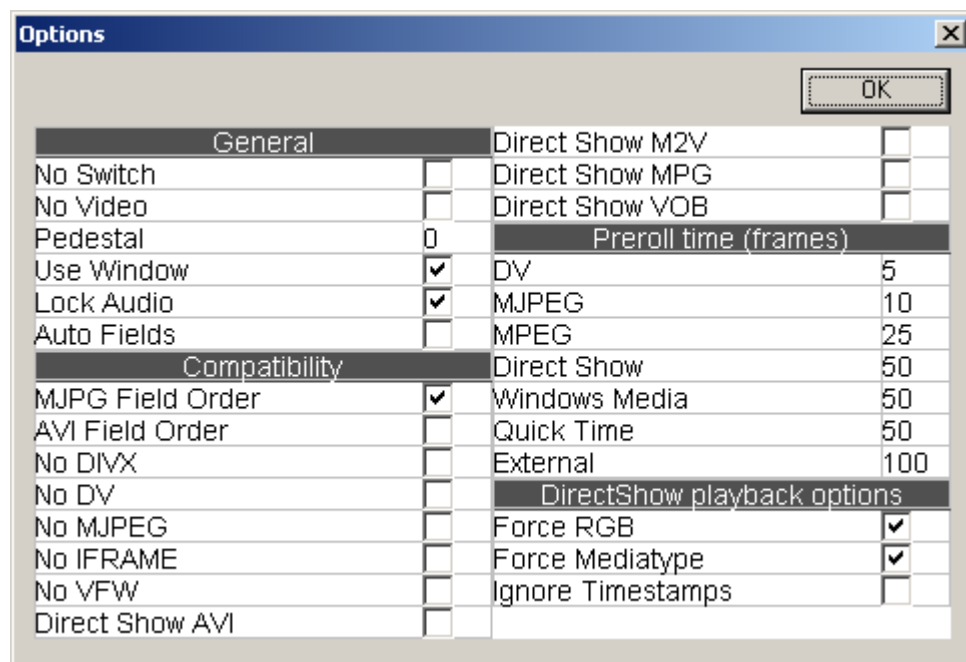
When *TELE* system loads separately, if the video card is installed, the *VideoPlayer* application for clip playback is launched.



The control of the program during the playback of the schedule is performed directly from *TELE* system and does not require any intervention. Only the video clip playback options may be changed by pressing the [*Options...*] button.

Video clip playback options

Press the [*Options...*] button, a *Video player options* dialog window appears.



Matrox MJPEG field order

Various video cards that work in *MJPEG* format store information in *AVI*- files in different ways. If the fields at the output confused (the neighbouring lines of different parity are in the wrong order), then it is necessary to tick this flag. In

When *TELE* system loads separately, if the video card is installed, the *VideoPlayer* application for clip playback is launched.

this case the motion will be smooth, but an “inverse teeth” effect will be seen on the slanting lines of static frames.

Invert Fields

This flag helps to shift the order of sequence of neighbouring fields in time. The flag should be ticked if the image at the output is not smooth, "jitters".

Auto Fields

In some most difficult cases there are files with order of the fields changing from scene to scene. As a rule, this is the result of mixing files of various origins in one project during the work on editing systems on Matrox card. This flag does not guarantee anything, but gives a chance that the order of the fields will be correct at least in the scenes with noticeable moving objects.

Disable h/w Window

The activation of this flag will help with the video adapter problems. In this case, a preliminary (test) viewing of the clips and video blocks is performed in the compatibility mode in a window on the screen.

Disable DivX/DV/MJPEG/I-Frame decoder

The support of these file formats is built in the *VideoPlayer* program. If these files are played back incorrectly due to some reason, then it is possible to drop the flag and switch off the corresponding built-in decoder in order to use an external *Video for Windows* codec.

Use DirectShow for AVI/MPG/M2V files

This flag enables the use of external codecs *Direct Show* for specified formats, if the in-built support in *VideoPlayer* program does not satisfy. In particular, this enables the use of external codecs during the playback of *MPEG-2* or *DV type I* format files.

Appendix 4. SMS Terminal

SMS Terminal program module is equipped with the most demanded today's services such as:

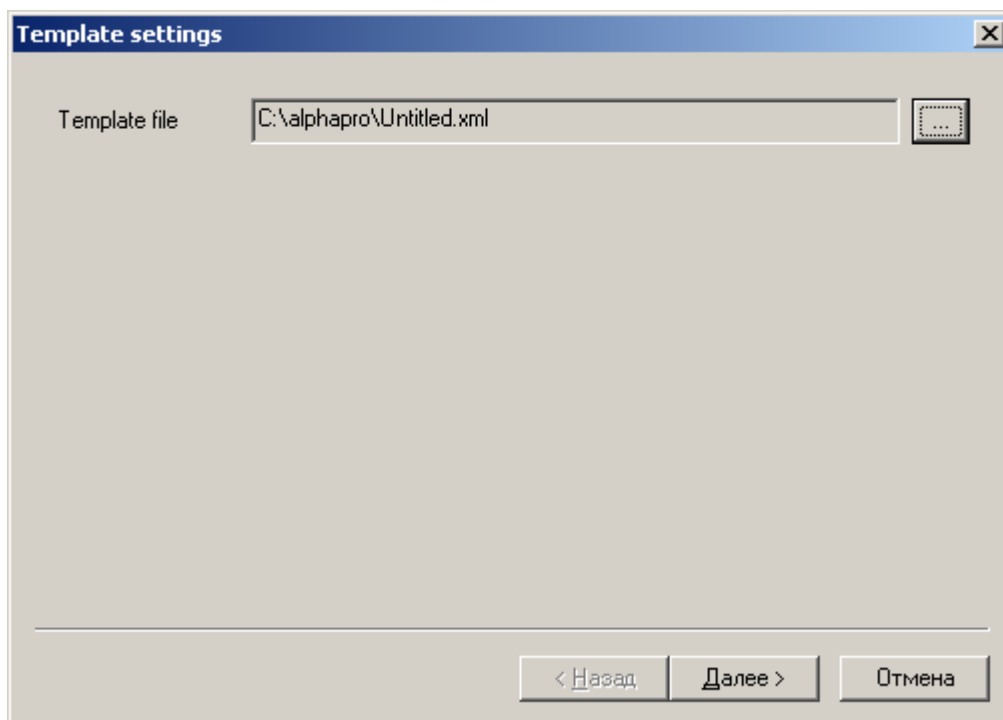
- ❖ Broadcasting text and multimedia (graphic) messages, organizing the moderation of incoming messages.
- ❖ Vote holding by utilizing pre-programmed templates with variable number of answer choices, including result representation scale and telephone vote equipment connection feature.
- ❖ Automatic clip rotation via vote. Clip playback starts based on majority of its votes.
- ❖ Automatic news blocks output from RSS feeds.
- ❖ Organization of titling “on the fly” during news blocks production and organization of live broadcasts from studio.
- ❖ Output of announces and crawls.

The program features a large number of parameters, which allow flexible system setup according to specific studio requirements, broadcast design style and various combinations of services.

Creating a new design template

At first launch SMS terminal starts a Template Wizard, which helps you create and customize your design template.

In the first window called “Template settings” of the Template Wizard the user can specify the file name for the created template in the “Template file” field.



Next, the user needs to customize the chosen template in each window of the Wizard. To include a particular service in the template “Include” field corresponding to that service must be checked, to include it in the list of active services choose “Enable service” button, “Design” button allows to edit the chosen service. Pay attention, if at this stage the service was not included in the template by checking “Include”, it will not be possible to enable and use it at a later stage.

Wizard window “SMS service” allows to change the SMS output settings.

“Roll object” - Roll object will be used for text message output.

“Text width” field - field width for SMS message text output, messages longer than indicated value will be carried onto next line.

“MMS width” field - field width for MMS message text output, messages longer than indicated value will be carried onto next line.

“Text lines” field - determines the maximum number of lines in the output message, if this number is exceeded the message will be broken into several messages at output.

“Remove backslashes” check box - removes backslash in message text.

“Save history” field - amount of messages saved in “pre moderated” mode.

-1 - All messages are saved; when a different value is indicated, for example “15”, 15 messages will be left after the last one marked by moderator.

“Font style” section.

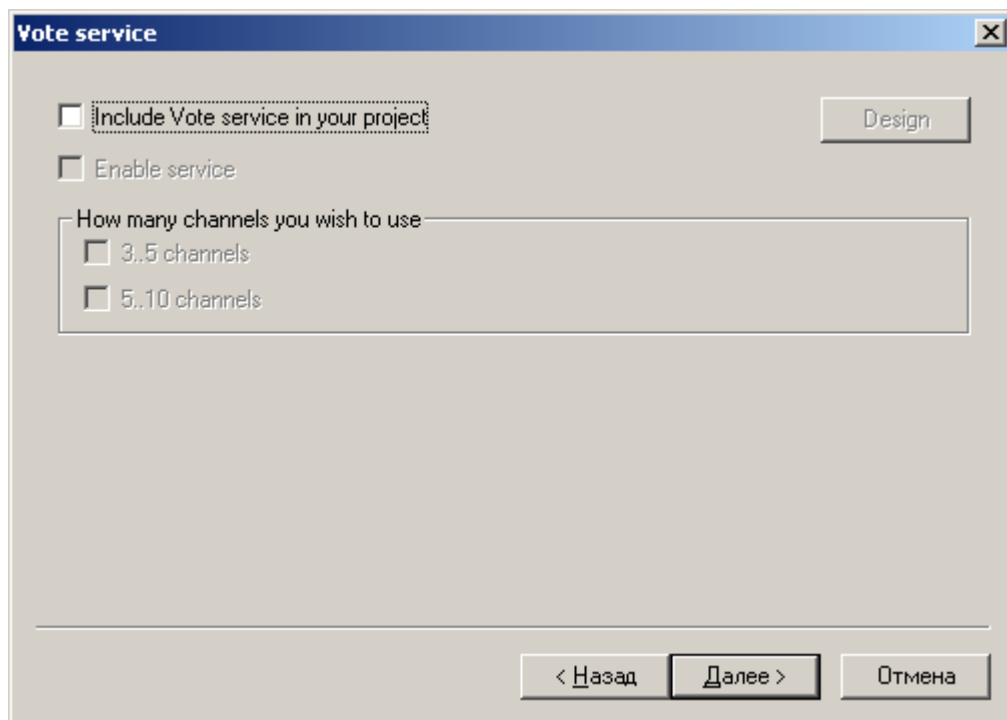
“Normal” field - prefix for ordinary message text output.

“Moderator” field - prefix for moderator's message output.

“Nickname” field - prefix for output of user name in message.

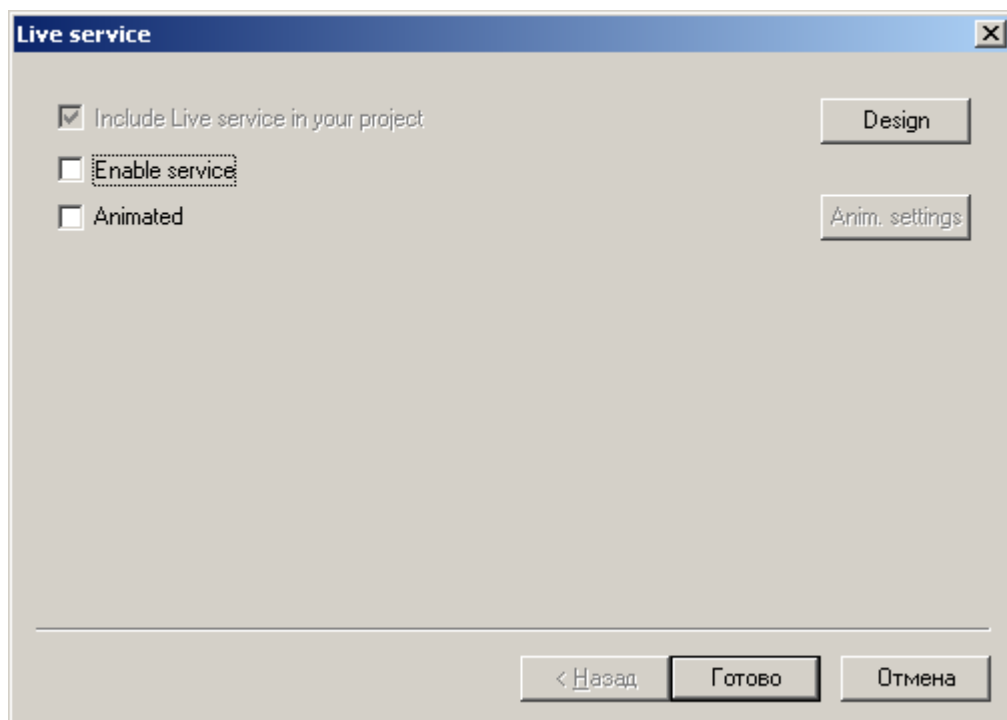
“Vote service” window allows to determine the number of channels used for voting.

“How many channels you wish to use” group allows to choose the number of channels planned for use. The program features 3 default groups of voting with different number of votes from 1 to 2 (default), from 3 to 5 and from 5 to 10. Depending on the number of channels selected in the “Vote” tab in the main program window the most suitable group will be used in this Wizard window.



“Live service” window allows to configure “Live” service.

“Animated” field - activates Live animated service mode, where bottom groups are shown together with specified animation files (444). "Anim. settings" button allows to specify the animation files and configure the service.



Animated “Live” configuration.

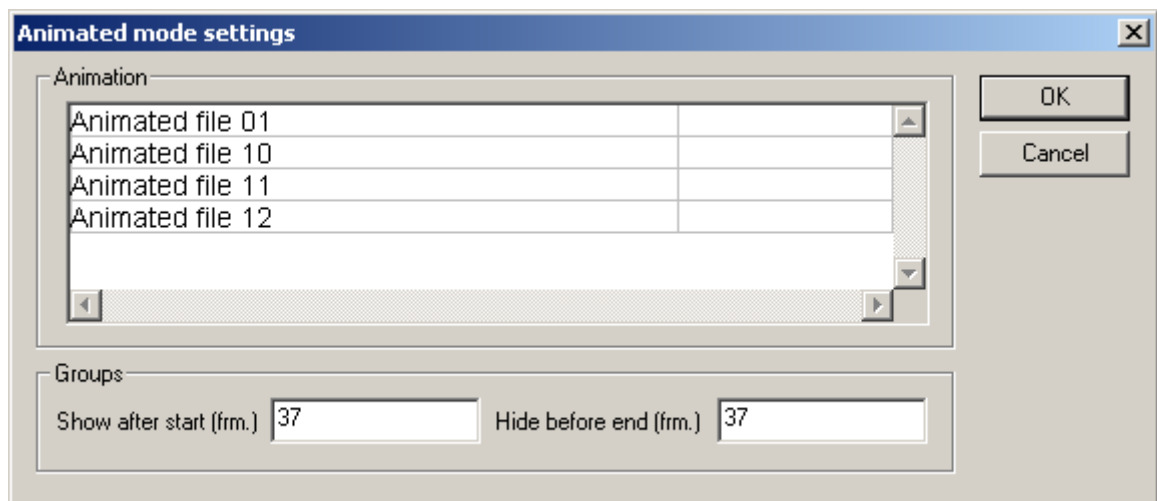
“Animation” list - configures animation file list for bottom groups.

- “Animated file 01” - file for group with job title only.
- “Animated file 10” - file for group with name only.
- “Animated file 11” - file for group with name and job title only.
- “Animated file 12” - file for group with name and job title in two lines.

“Groups” group

“Show after start (frm.)” field – determines the time interval after the animation file start when the bottom group will be shown (value set in frames).

“Hide before end (frm.)” field – determines the time interval before the ending of launched animation file when the bottom group will be hidden (value set in frames).



“SMS” and “MMS”

SMS Terminal presents rich potentials for SMS chat organization. The source for messages inflow may be a site on provider's page or a regular GSM phone connected to a computer. In case of integration with other existing source, a message recognition from files mode is provided.

All incoming text messages are put in queue for broadcast and are displayed in moderation window. Broadcast of new messages is conducted with adjustable interval. For SMS messages “SMS update period” setting is specified, for MMS interval setting “MMS update period” is selected, their value is set in seconds.

When “Pre-moderated” mode is turned on, moderator can select the messages that need to be broadcasted. Messages that are not selected in this mode will not be broadcasted. New incoming messages will take place of messages that were not selected.

Multimedia graphic messages (MMS) allow receiving and broadcasting messages with graphic data, such as an avatar or a photo of an author of the message.

“Display” button on SMS service tab serves for immediate broadcast of message written by moderator, bypassing the message queue.

“Add” button adds moderator message at the end of message queue.

“Font” button allows to choose font used in the program.

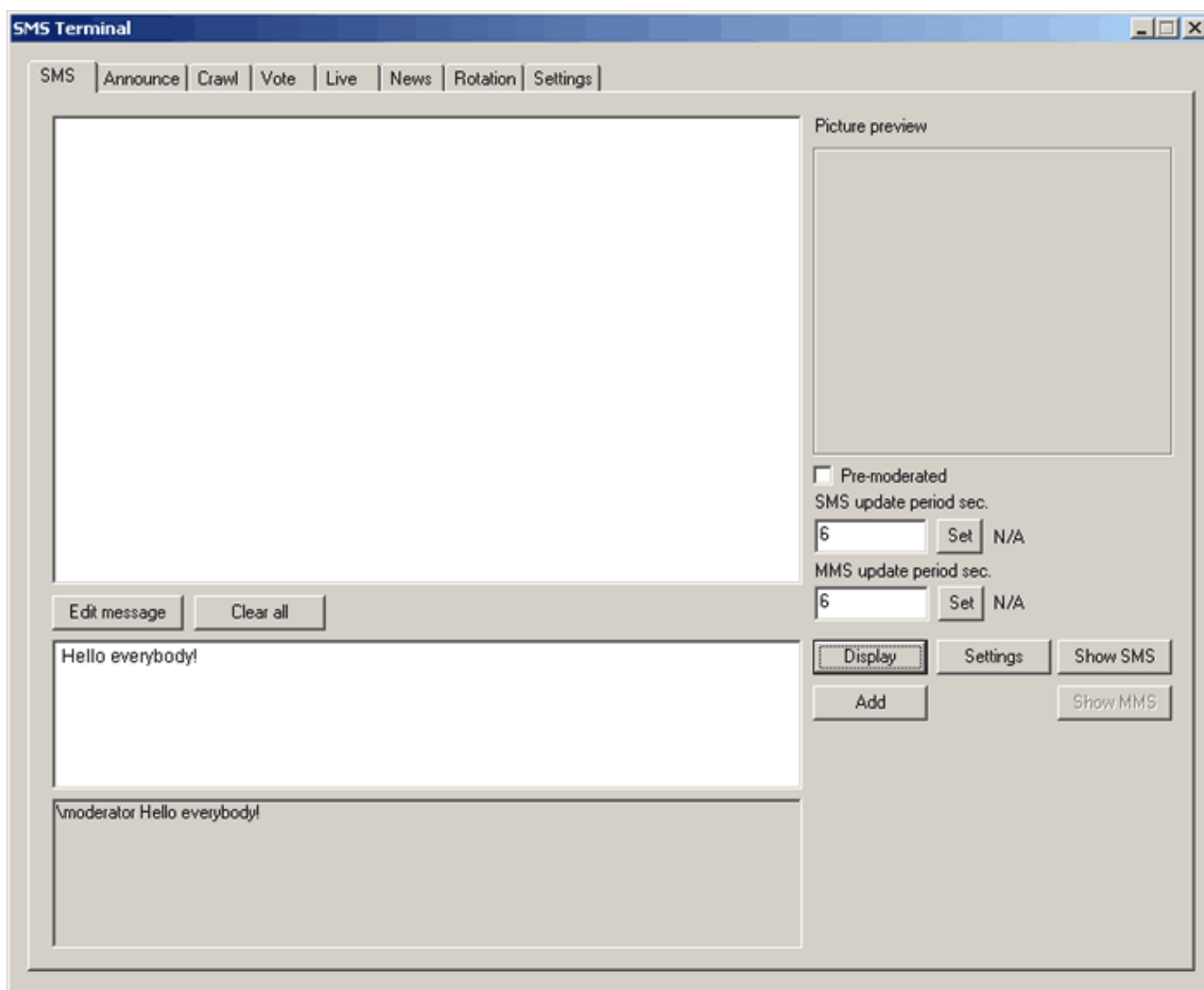
“Edit” button copies message from moderation queue into moderator message window for consequent quote or editing.

“Settings” button summons the service settings Wizard.

“Show SMS” button allows the broadcast of SMS messages.

“Show MMS” button allows the broadcast of MMS messages. It is available only when “Show SMS” is activated.

“Clear all” button clears the message queue in moderation window.



“Announce and Crawl”

“Announce and Crawl” services allow to broadcast prepared text messages over a graphic background or to output completely graphical announcements. Messages change in turns according to set interval. An example for use of announce service can be a display of voting rules or additional information about SMS chat, broadcasting of program schedule and advertising information. Crawl serves for non-recurrent output of operational information.

“Announce” group

“Announce” field – announce description.

“Time” field –time of the event.

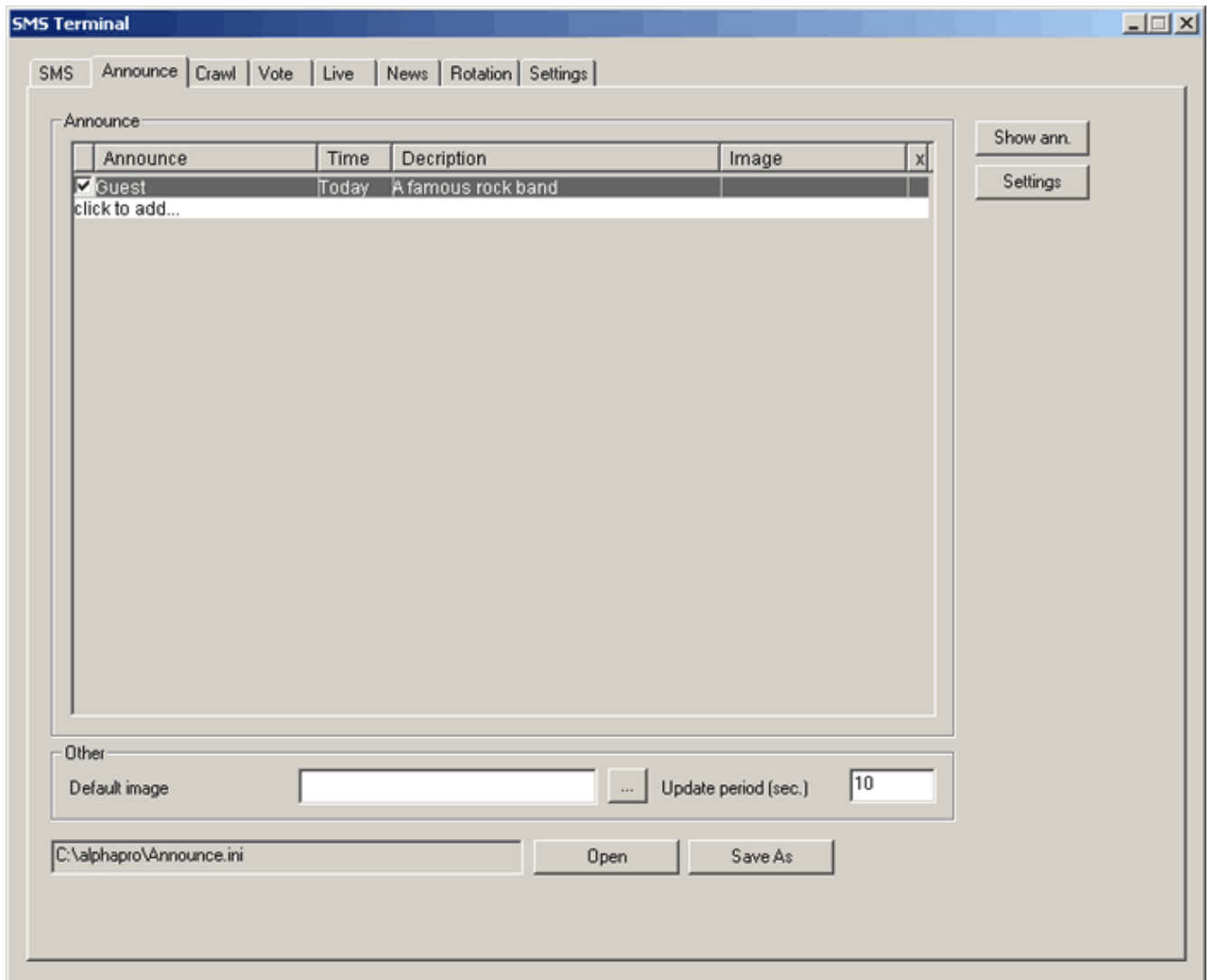
“Description” field – description of the event.

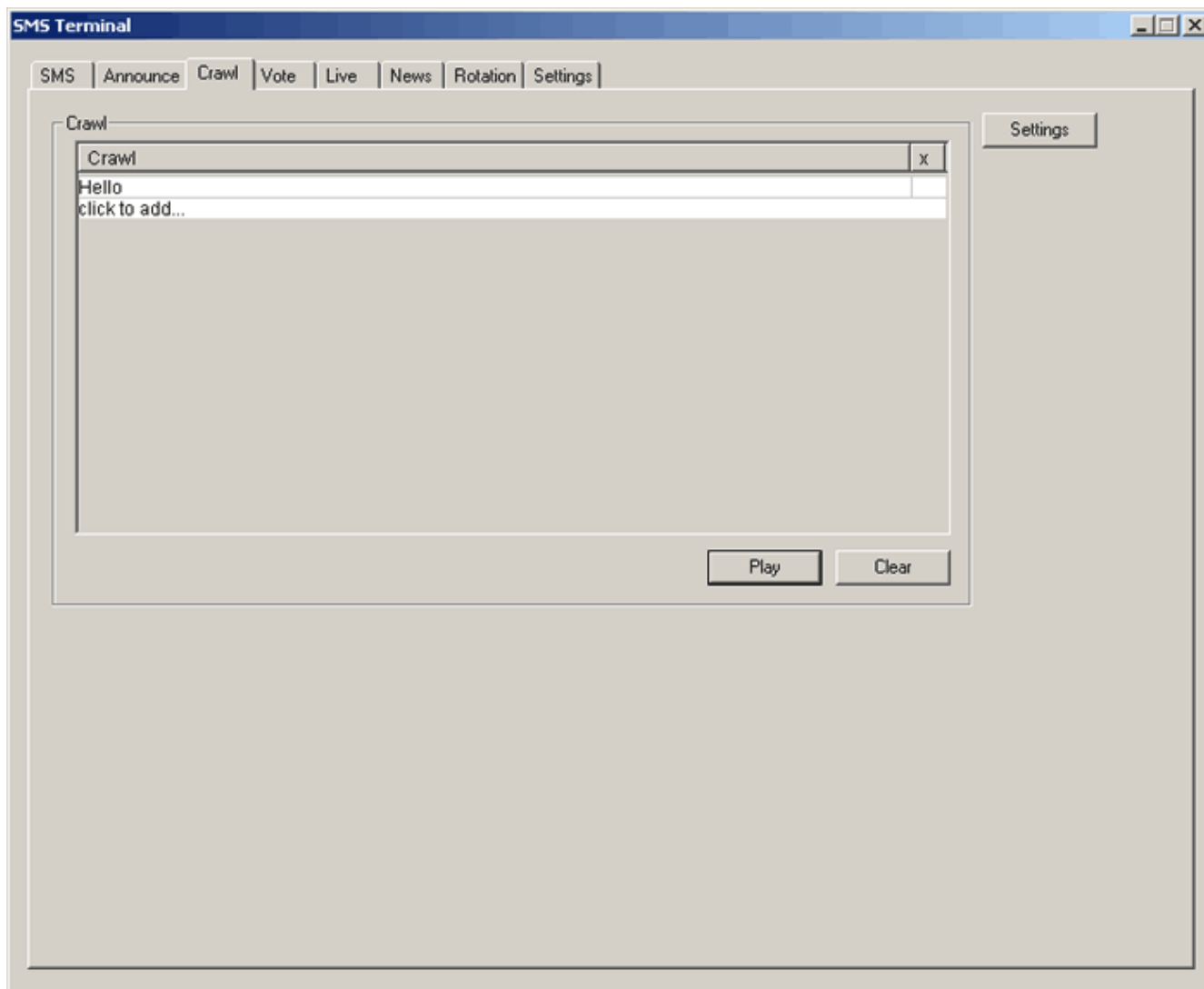
“Image” field – graphic background for announce display.

“Other” group

“Default image” field sets the background image, which will be used during announce broadcast, in case there is no other image set for announce.

“Upd. period sec.” field sets the frequency of exchangeable announces, indicated in seconds.





“Vote”

“Vote” service allows to hold voting via SMS and over a telephone (with additional equipment). Voting can be held with exchangeable number of answer variants and has flexible settings, which allow to configure the color scheme for objects of the “gauge” results scale display. There is an option to hold voting till the maximum vote number is gathered, and a demo mode, which emulates the voting in accordance with set values for each variant. For integration with third-party vote counting systems an option for reading the vote results from external file or webpage is provided.

“Vote” group

“Name” field - name of vote channel.

“Trigger” field – trigger, at arrival of which a vote equal to the channel number “1”, “2” etc. is counted for specific channel, when “Phone vote” option is activated.

“Result” field - number of votes for specified vote channel.

“Speed” - value used at vote in “Demo mode”.

“Color” field - color of “gauge” object vote scale.

“Other parameters” group

“Maximum value” field - sets the value, at reaching which the voting is stopped.

“Demo mode” parameter - automatically increases the votes according to the set “speed” value.

“Phone vote” parameter – activates the use of votes from external sources, such as phone voting blocks and other devices.

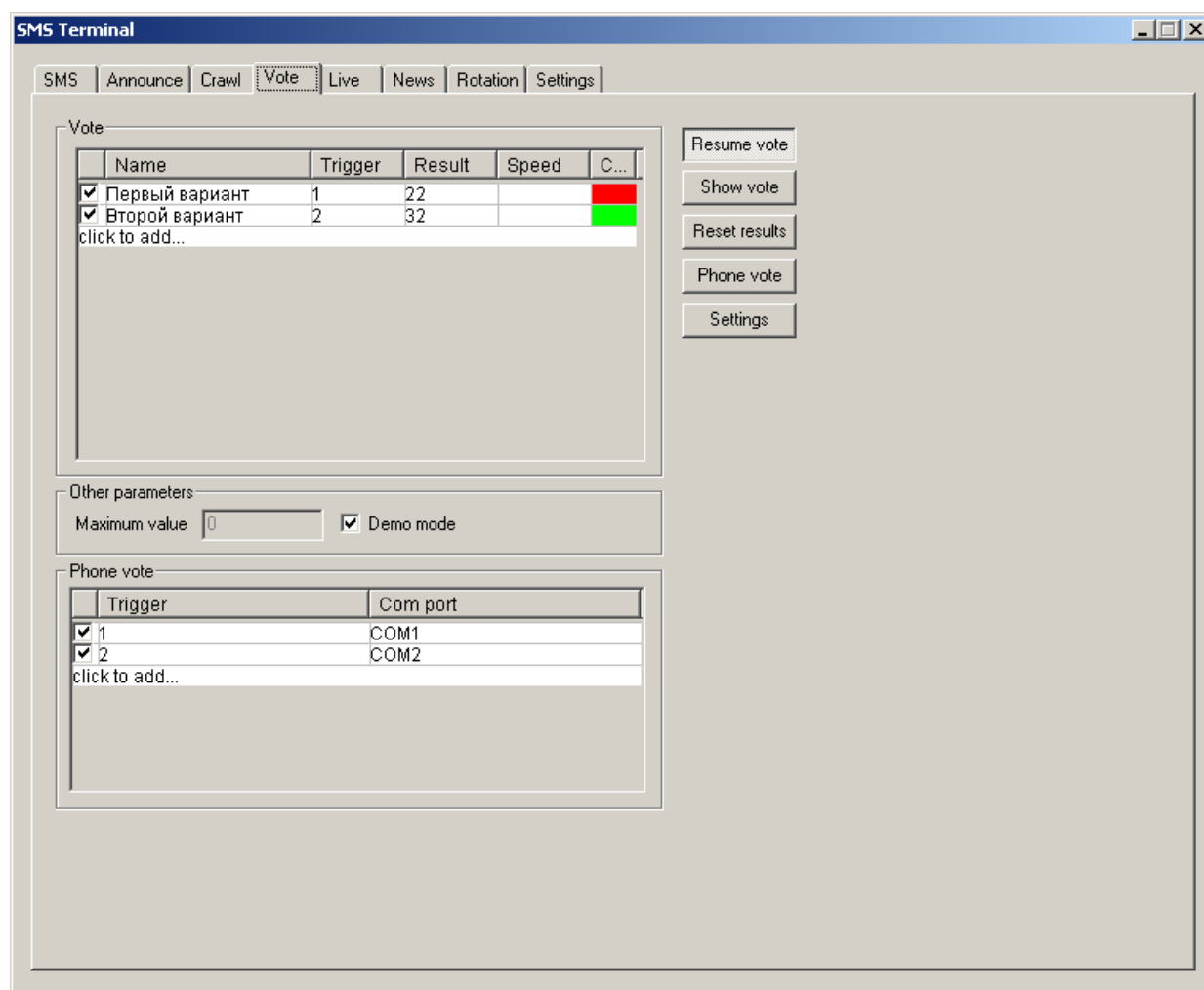
“Reset results” button - nullifies the voting results.

“Phone vote” group

“Trigger” field – sets the trigger for the selected copy of SMS center application.

“COM port” field – defines the COM port used by the selected copy of SMS center application.

For example, if you choose two lines in “Phone vote” group, mark them as active by selecting the check mark in the first column and press the “Phone vote” button, two copies of SMS center application will be launched.



“LIVE”

“Live” service is a powerful tool for organization of titling “on the fly” when there's no possibility to add titles beforehand and the program is broadcasted with unprocessed material or on-air. Titles comply with standard design for broadcasts of such kind and consist of "event/broadcast location", "time", "name of person", "job title" and "additional information". Different combinations of fields output are provided, output is performed by the list with only one key stroke. It is possible to edit the list during its output. Removal of fields from screen is also done with one key stroke, which makes work with this service fast and

comfortable. To simplify the consequent work with “Live” service, each edited field has customized user dictionaries, which allow to save frequently used initials, job titles, event locations and use them again.

“Number” field

“Re-number” button

Hot keys:

Space - output of current element and its values on the air, jump to next element.

F1 – jump to place field.

F2 – jump to date field.

F3 – jump to person field.

F4 – jump to position field.

F5 – jump to the list of elements.

F8 – sets a Lock on a current list element.

F12 – output of current element and its values on the air.

Esc – hiding of group; if the top group is shown it will be hidden first, the bottom group will be hidden when Esc is pressed the second time.

Number	Place	Date	Person	Position
001	Studio	21.05.2007	Mr. Jack Jackson	President
002	Studio	21.05.2007	Alex Waterhouse	Reporter
003	Studio	21.05.2007		
004				
005				
006				
007				
008				

Number: 003 Place: Studio Date: 21.05.2007

Re-number

☒ Lock (F8)

Person:

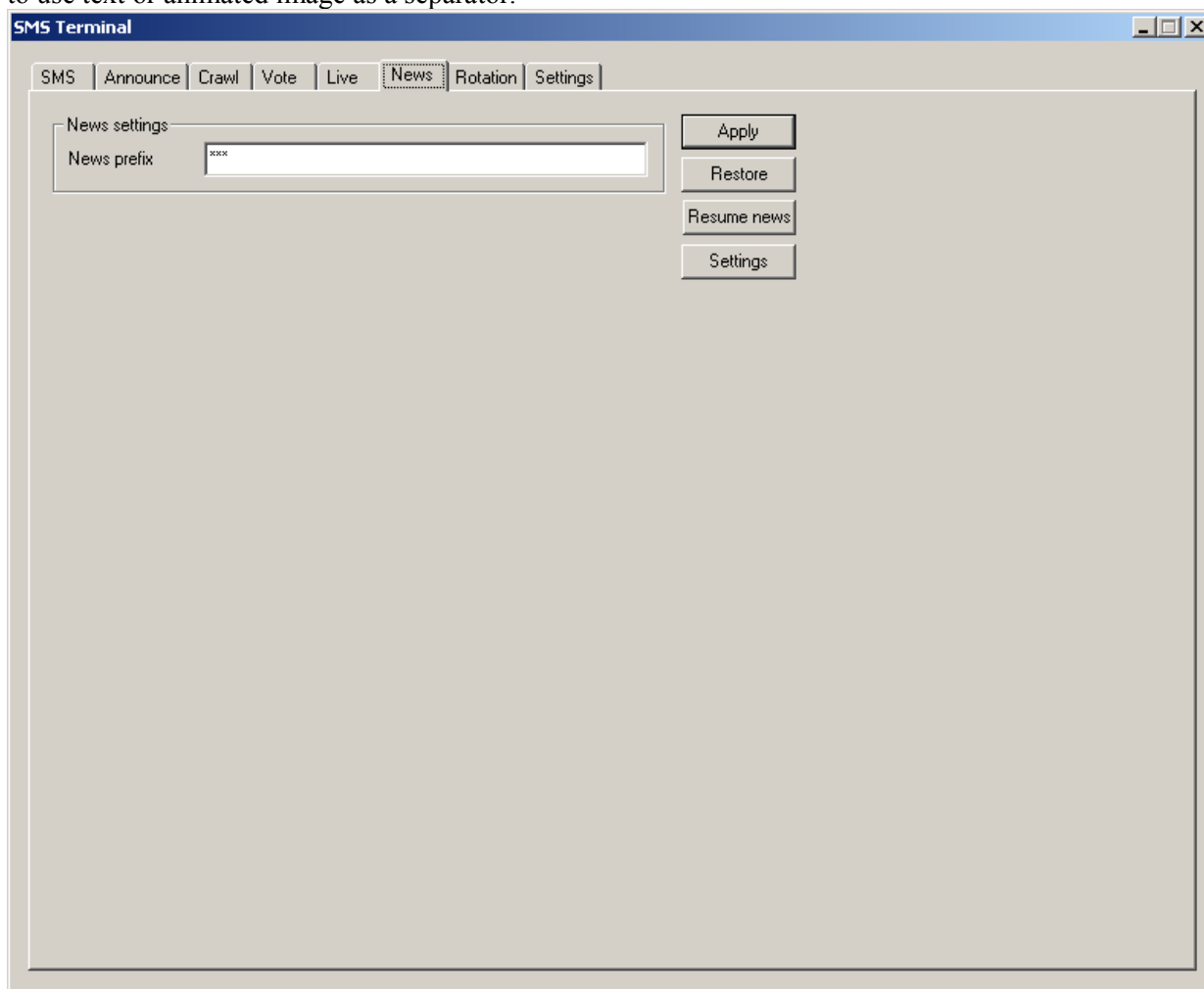
Position:

☐ Alternative

C:\alphapro\Live.t Open Save As

[“News”](#)

"News" service serves for representation of Internet RSS feeds from selected website addresses. News feed is refreshed at set intervals and moves in a circle. "News prefix" parameter divides the news lines and allows to use text or animated image as a separator.



"Rotation"

"Rotation" service helps to organize interactive communication with the viewer, who can vote for the enjoyed clip and watch it broadcasted. Clip playback starts automatically based on majority of its votes. After clip playback is completed its votes are nullified and the clip is placed at the end of broadcast queue until it gets the majority of the votes again. Every clip has its unique number in the clip catalogue, this number serves as a trigger for vote processing.

During clip playback the titles prepared in advance are displayed automatically, they present the song title, performer information, as well as additional information about the clip, which can be used for the advertisement of the song melody for cell phones or the upcoming concerts of the performer.

"Rotation" group

"Clip ID" field – unique clip number, it is assigned automatically and can be edited.

"Description" field – clip description.

"File" field – name of clip file.

"Artist" field – name of clip performer.

"Title" field – name of clip song.

"Ringtone" field – additional clip information.

“Last show” field – date and time of last clip showing, it is considered during the voting when there is an even number of votes.

“Trigger” field – trigger used at voting for the clip.

“Result” field – number of votes for the clip.

“Speed” field – value used at voting in “Demo mode”.

“Color” field – sets the color for clip vote scale display.

“Actions” group defines a certain “Action” depending on the time of playback. This can be showing or hiding of group.

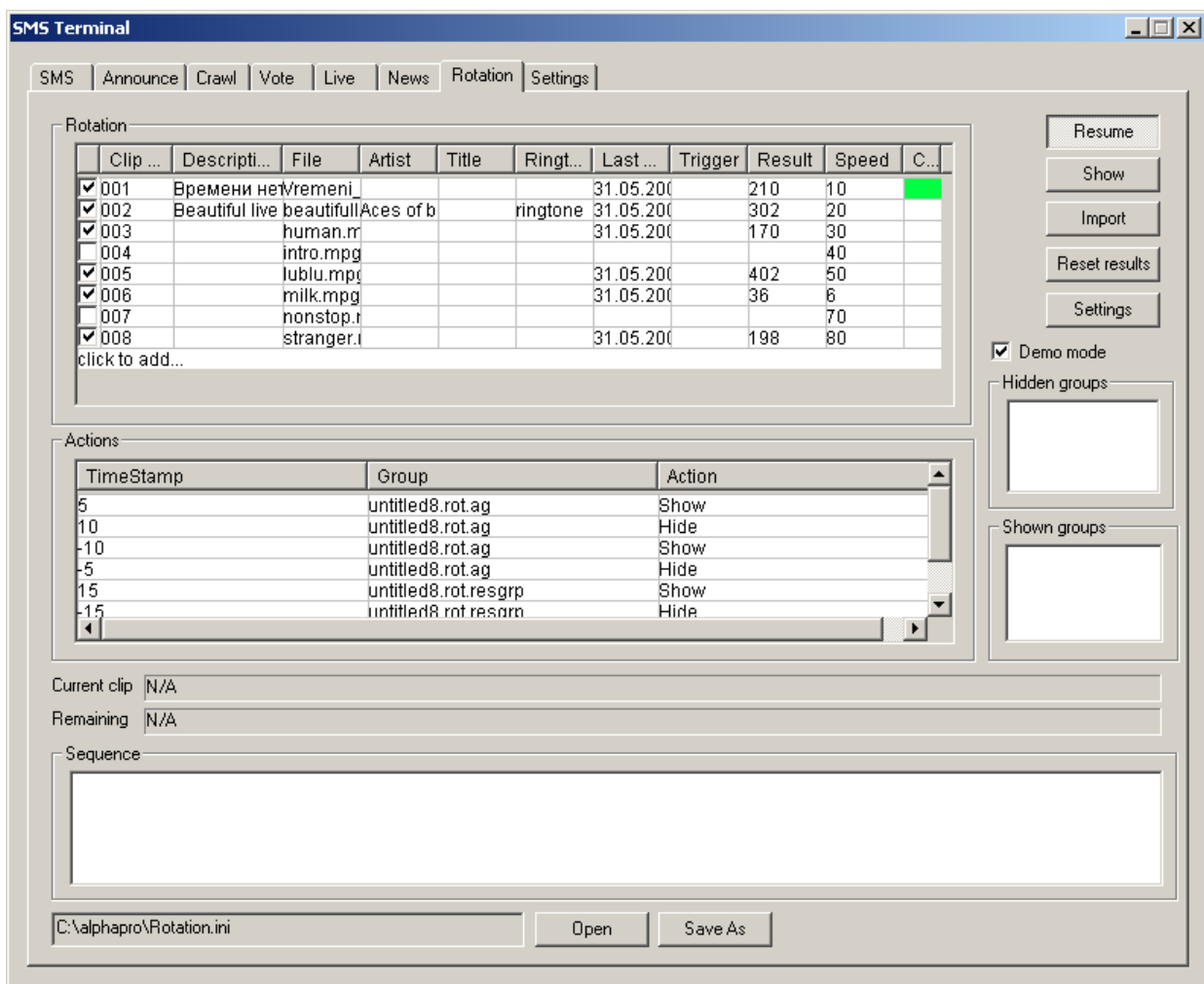
For example, a group with performer information and song title can appear within 5 seconds after clip start and disappear 10 seconds after start; as a result the duration of this group show will be 5 seconds. Negative “TimeStamp” value signifies that the time is counted from the end of the clip. For example, “-5” means 5 seconds till the end of the clip.

“Group” field – sets the group to be shown or hidden.

“Action” field – sets the action performed upon group, Show value - signifies showing, Hide - hides the group.

“Import” button – allows to add several files to clip list at once.

“Update vote” button – adds new positions for voting in rotation.



“Settings”

Module settings allow to choose current design template, which is used at SMS Terminal services start-up.

“Common settings” group

“Background on start” field sets background at template start.

“Background on stop” field sets background at template playback stop.

“Mode” group

Field for switching the message collection mode operation, when choosing “Text messages”, the search of text files with messages is performed by SMS Terminal; the search is performed according to the mask set in “Source path” field. When choosing “External exchange” operation mode, the collection of text and multimedia messages and also messages with vote results is performed by “SMS Harvester” application.

“Source path” field – a path for text messages search (included only when “Text messages” option is activated).

“Template” group

“Template” field – sets the template file used for the channel design.

“New” button – allows to create a new template.

“Stop” button – stops the template playback.

“Custom set” button – allows to control the user service, for example, this service allows to select the objects, which will be combined with other services, such as hour, temperature and channel logo.

“Tele mode” field – allows to choose the operation mode at template launch in Tele or in SMS terminal.

“Hide all groups” button – hides all groups used in the template. Notice that objects not related to groups may not be hidden.

“Harvester” group

Current version supports 2 types of message sources - local folders and Internet addresses. To upload messages from local folders they must be first assigned in “Harvester” group. Every type of message carries different information and has specific formats listed below. At set interval “Harvester” will look through new files in the assigned folders and upon finding new, unprocessed messages it will transfer them to SMS Terminal. After message transferral, “Harvester” will remove processed files from the assigned folders. Next to the field, which indicates the source there is a “Send” counter, which displays the number of transferred messages as it increases. If there is no need to process message formats at the moment, the corresponding field for folder task should be left empty.

All on-going changes should be performed when “Harvester” is not processing data. The Start button must be un-pressed. To stop “Harvester” process press Stop.

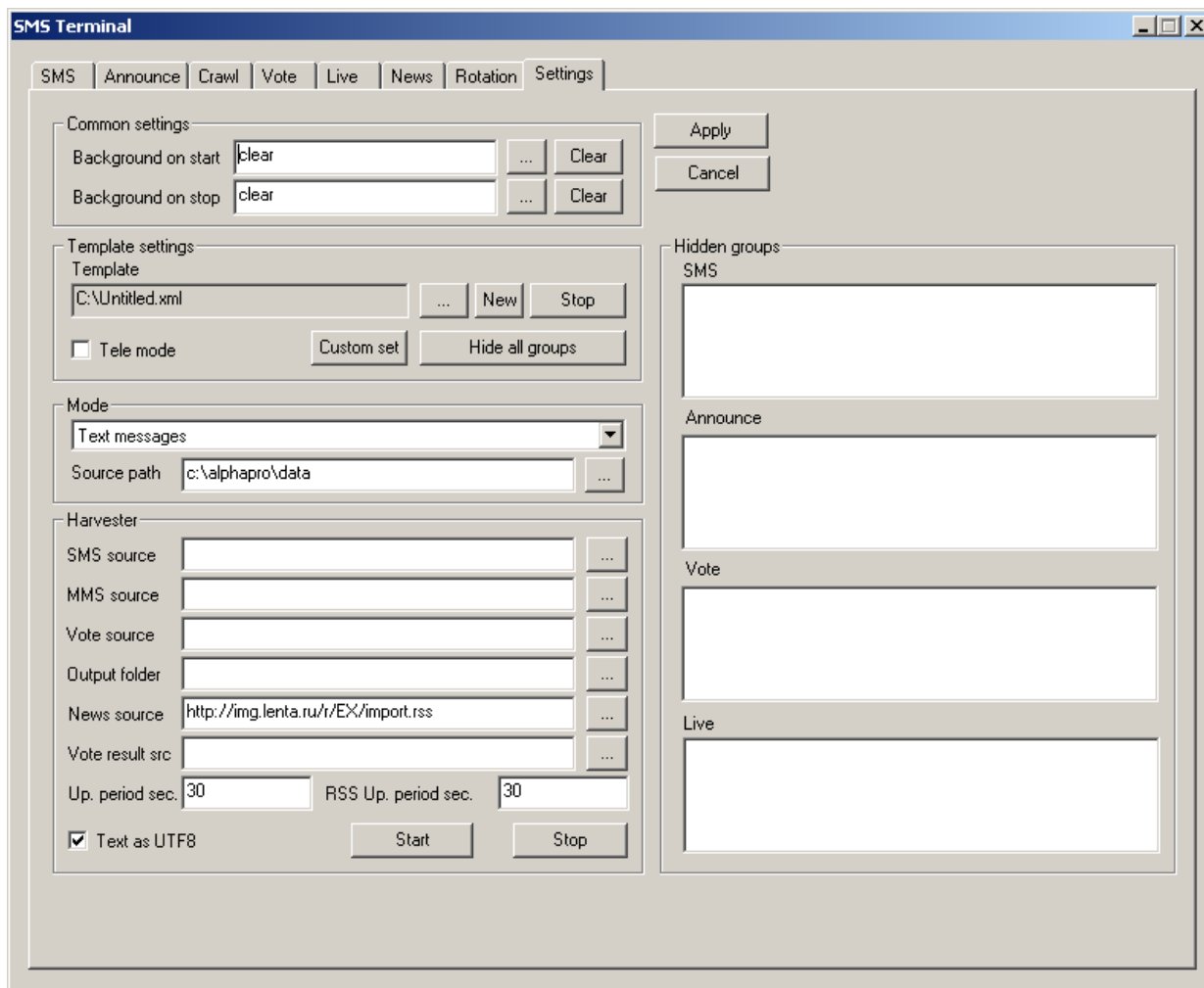
When using Internet address as a source of messages, the text of uploaded page must be identical to the format of the text messages file.

Internet address must start with “http://”.

“Text as UTF8” option – indicates that the text line in the file is in UTF8 format.

“Up. Period sec.” field – sets data sources referral interval (indicated in seconds).

“RSS Up. period sec.” – sets RSS feeds refresh interval (indicated in seconds).



Text message formats

All message formats are text files with “.txt” extension, where each line is a separate message. All messages start with a unique number, which is consequently increased for each format independently, in format description it is described as index. Every file must end with a string with the word “end”.

1. Text messages (SMS source).

[index text](#)

Where,
 index - unique message number
 text - message text
 Between index and text put space.

Example:

[11767 Hello everybody](#)

2. Multimedia messages (MMS source).

[index;number;text;hexstring;](#)

Where,

index	- unique message number
number	- user number or nickname (not used in current version)
text	- message text
hexstring	- hexadecimal image presentation

Example:

`4231;; Hello everybody;0104FA...`

3. Vote messages (Vote source).

`index;answer;`

Where,

index	- unique message number
answer	- answer for vote calculations (trigger)

Example:

`473371;N;`

Frequently Asked Questions

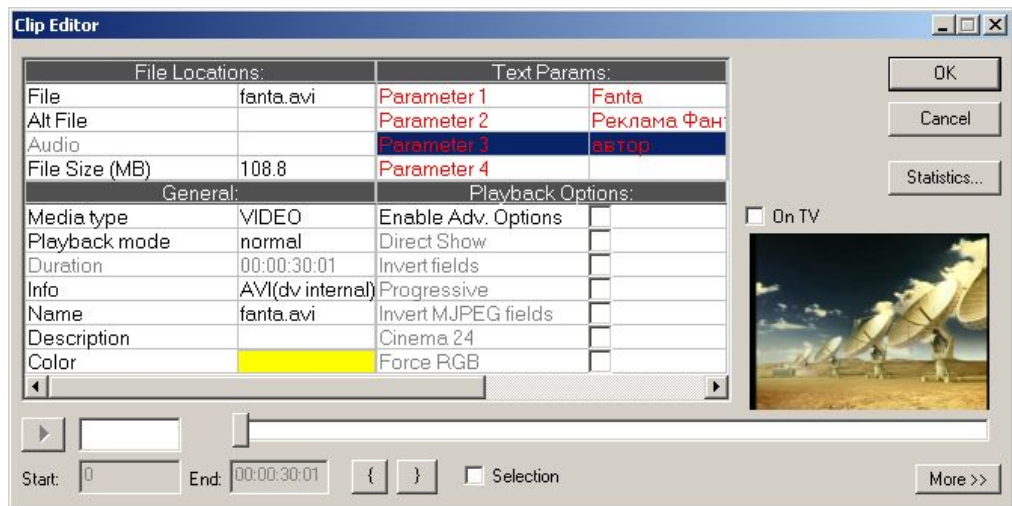
Question: When applying a font in vote group, the space between the lines is not changed and the lines can superimpose. How is it possible to change the fixed space between the lines?

Answer: In logo editor change “vspacing” parameter for the static object, it sets the line spacing interval in pixels.

Appendix 5. How to organize a music channel

TELE Infochannel helps you organize a round-the-clock broadcasting of a personal music channel.

In Clip Editor you can specify the text parameters for each clip, which will be displayed later on.



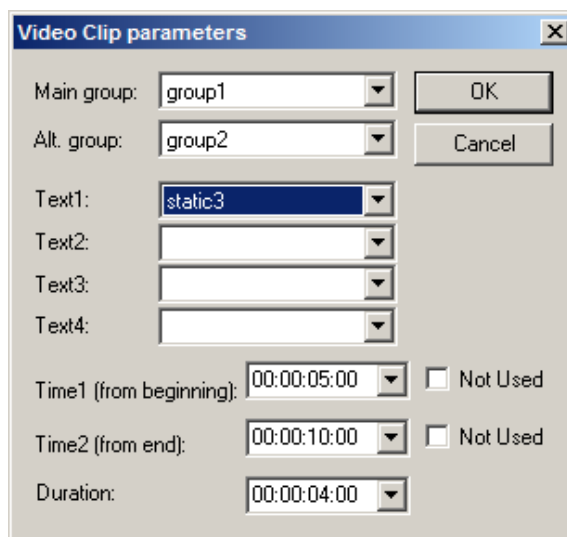
Prepare a foreground composition to be used with the clips, make sure it has a “group” object and one or several “static” objects included in a group. Select a backing image file (background for the song title) in the “Picture” filed of a group. This image can be animated. Also, you can set a transition effect for the image appearance.

TELE Infochannel helps you organize a round-the-clock broadcasting of a personal music channel.

Next, in the foreground composition settings indicate which group is going to be used for the titles, which static objects will display the song name and other clip parameters. In our example we will select only the “static3” object for the song name.

Alternative group (group2) is a group, which is removed from the screen during the title display; it can, for example, contain an SMS-chat or viewers’ voting display.

The title is displayed twice – 5 seconds after the start of the song and 10 seconds before its end. The duration of the title display is 4 seconds.



Video Clip parameters

Main group: group1 OK

Alt. group: group2 Cancel

Text1: static3

Text2:

Text3:

Text4:

Time1 (from beginning): 00:00:05:00 ☐ Not Used

Time2 (from end): 00:00:10:00 ☐ Not Used

Duration: 00:00:04:00

The title with the image backing is not displayed with the clips that have no assigned text parameter. This way the system automatically distinguishes between music clips and other videos, like commercials.

Appendix 6. Frequently asked questions

Video clips "jitter" during playback

There are two reasons for jerks during the playback of the video files: not good enough performance of the hard disk (Ultra DMA mode is not switched on) and an incorrect order of the fields.

The first reason is not very substantial for modern computers. Moreover, during the installation Windows XP switches on DMA mode as a rule.

An incorrect order of the fields often happens when a DV file was transformed by the program into another format, or vice versa, a file in a format was transformed into DV format. The point is that the order of the fields for most of video file formats, and for MPEG-2 as well, must be "the upper field – first" according to the standards. DV format has the standard "lower field – first". However, no one prevents creating a DV file with a top field having transformed it from MPEG-2 or M-JPEG. Such file will be played with jerks. In TELE system there are both global (VideoPlayer program options) and individual (video parameters of the clip) settings for every file that allow to change the order of the fields for the opposite during playback. Selecting them will help to get rid of the jittering.

What computer configuration is recommended for normal TELE operation?

To play files in DV, MPEG-2, MPEG-4 formats with small streams an Intel Pentium IV with CPU with 1.4Ghz clock rate is sufficient, but for a smooth operation 2.0 GHz is required. Minimum memory requirement is 512 Mb. There are no special requirements concerning the speed of hard disk, but it is advisable to use a separate disk for the video files.

If you work with MJPEG files or files without compression (422) the requirements will be higher. Processor must be at least 1.8 GHz. Hard disk must be 7200 RPM, and during work with files without compression or with stream higher than 7.0 Mb/sec. RAID massive (stripe) by means Windows 2000/XP (hardware controller is not required).

At work with scaling in Infochannel module, the requirements to processor are even higher – 2.4 GHz, and at work with DVB module – 2.8 GHz

Volume is not switched in TELE. What is the problem?

Sound cards Creative Labs Sound Blaster Live!, Sound Blaster Audigy, Sound Blaster Audigy2 are recommended for normal TELE operation. Work with other sound card models is possible but not guaranteed. It is strongly prohibited to use several sound cards in one system. If your motherboard has a built-in sound controller, disable it in BIOS, otherwise the commutation of the sound signal will not be performed. Moreover, the situation when an irrelevant sound device driver was installed in the system some time ago may lead to a potential problem. Make sure that the incoming audio signal is sent to the Line In input (and not Microphone or other).

How to display animation with alpha-channel (banners) in TELE program?

There are two ways to display animation with alpha-channel in TELE system. First of all, it is possible to convert the sequence of TGA files, 720x576, 32 bits into a special 444 format by using Conv 422 program. There are restrictions to this method – in every frame of this file not less than 50% of screen square must be transparent. Files in this format may be included in the schedule as clips. They can also be used in Text/SC/444 blocks. If such a clip appears in the schedule together with a

Files in MPEG-2 format are not played and are displayed incorrectly.

An inbuilt MPEG-2 codec does not decode all the possible versions of MPEG-2 format. If MPEG2-I-Frame files are reproduced incorrectly, switch on Disable I-Frame Decoder option and install Matrox Vfw codec Pack (MPEG2-I-Frame is part of it) on your system.